



Legacy Baseball Tournament Rules and Policies 2023

- Legacy Baseball Tournament management will make every effort to treat teams with fairness. If there are questions or concerns, coaches can bring them to the attention of the tournament director. The tournament director's decisions are final.
- All teams must submit an online roster prior to each event. Teams cannot begin tournament play until their roster is submitted. Once the roster is verified, it's frozen. Teams who fail to submit a roster may be subject to a forfeit.
- All teams must complete the waiver process. Failing to do so will result in forfeits.
- There will be spectator fees for our events. Once fees are paid, there will be no refunds.
- Teams can start and finish games with 8 uniformed and rostered players. If a team plays with 8, the 9th spot in the batting lineup will be an out. If a 9th player arrives late, he can be added to the bottom of the batting order. A team with 7 or fewer players will forfeit to the score of 8-0.
- All teams need to be ready to play **15** minutes prior to their game time. Games can begin early ahead of schedule.
- Home and Away will be decided by a coin flip. The better seed will be the home team throughout the playoffs.
- There is no infield practice on the playing surface in fair territory. No hitting into the nets or fences. If you're hitting, hit from the **warning track** out to the field of play. Please don't tear up the outfield grass with your hitters.
- We follow the USSSA bat banned list.
- Ages 8u-14u bats must be stamped 1.15 BPF. BBCOR and wood bats may be used. BESR bats are illegal.
- Age 14u bats must be -5 or -3 BBCOR. 14u College Prep is BBCOR only.
- Age 13u bats must be -5 or -8.
- Age 15u-18u bats must be BBCOR certified or wood.
 - If an illegal bat is used, the violation must be pointed out before the next pitch. The player using the illegal bat is out. Multiple violations will lead to a Head Coach ejection.
- **Batting Order and Extra Players**
 - Teams have the following three options for the batting lineup:
 - 9 players in the batting order. DH or a straight 9 is allowed. All other players are subs.
 - 10 players in the batting order. The use of an EH with or without a DH. All other players are substitutes.



- A continuous batting order. All players on the lineup card are in the batting order. If a player arrives late, he will be added to the bottom of the lineup.
 - After being replaced, a starter is allowed one re-entry. Starter must bat in the same spot in the lineup he occupied prior. The player he re-enters for is dead.
 - If a team is batting a continuous lineup, or has no subs, and a player incurs an injury and cannot continue, his spot in the batting lineup will become an out.
- **Length of Game**
 - 8u-12u will play 6 innings. 13u-18u will play 7 innings.
 - Time limit for all games will be 1 hour and 45 minutes. 15u – 18u games will be 2 hours. No new inning will begin after the expiration of the time limit. The game clock starts at the conclusion of the Coach/Umpire pregame meeting. Championship games will be no time limit. All other bracket games will be on the time limit. If the score is tied after the finish of the inning, and the time is up, teams will go into the next inning using the international tie-breaker rule. Your last batted out will start on second base with no outs. 15u – 18u games will be 2-hour time limit.
 - The tournament director may modify length of games due to weather, field conditions, or scheduling conflicts.
 - A game will be considered complete if weather, darkness or field conditions prevent continued play:
 - 3 innings or 2.5 if the home team is leading (6 inning game)
 - 4 innings or 3.5 if the home team is leading (7 inning game)
 - **Tiebreakers needed to determine playoff teams**
 - Overall win-loss record
 - Head to Head
 - Run differential (Max out at 8)
 - Runs against
 - Runs scored
 - Coin flip



- If all games cannot be played within a pool, we will use best judgements to determine pool winners. The number of games we use for **seeding** will be determined by the lowest number of games played by a team that can mathematically advance. (Ex – Team A 1-1, Team B 0-4, Team C 3-1, D 2-1). In this instance, we would revert back to everyone's record after two games as long as Team A has not been mathematically eliminated. In determining a pool winner, if teams do not have an equal number of games, and they have not played each other, but have the same number of losses (i.e. 3-0 vs. 2-0), we'll use average run differential to determine the pool winner. Example: 3-0 team has a total RD of 18, 2-0 team has a total RD of 16. 2-0 team would win the pool with an average RD of 8.
- **Pool winners automatically advance to Championship rounds over all wildcards.**
- If a head coach wants to challenge the age of a specific player, they must present \$100 to the tournament director. The tournament director or official will look into the player and request a birth certificate. If the birth certificate cannot be produced the player is ineligible for the remainder of the event. If the player is of age, the head coach forfeits the \$100. If the birth certificate shows the player is over age, the team will forfeit every game up to that point to the score of 8-0.
- Birthday cutoff is May 1. We allow two grade exemption players. Coaches need to have all birth certificates (or report cards for grade exemption players) on hand in case of a player challenge. A player cannot play on more than one team in any tournament. College Prep Classic 18U events will allow Legion teams.
- **Courtesy Runners**
 - Optional for the pitcher and catcher at any time. If the team has substitutes, the courtesy runner must be a substitute. If the team is batting their entire lineup, the runner will be the last batted out.
- **Ejections**
 - If a coach or a player is ejected, they are suspended for the remainder of the game and the next game as well. If the team is batting the entire lineup, the ejected player's spot will become an out.
- **Balks**
 - 8U-12U players will receive one warning. 13U and up, all balks will be called.
- **Mercy Rules**
 - Mercy rules are in effect for all games. 12 after 3, 10 after 4, 8 after 5.
- **Field Dimensions**
 - 8u – 40' / 60'
 - 9u/10u – 46' / 65'
 - 11u/12u – 50' / 70'



- 13u – 54' / 80'
- 14u – 18u – 60' / 90'
- **8U Rules Only:**
 - No leadoffs
 - Stealing is allowed after the ball crosses the plate. One base only
 - 4 outfielders are allowed
 - Dropped third strike is an automatic out
 - 8 run maximum per inning
 - All players required to play 6 defensive outs
 - No stealing home on pass balls or wild pitches

Rain Policy – Delays

- In the event of a lightning delay, a horn will sound, stopping play on all fields. A lightning delay will last 30 minutes from the last lightning strike within 10 miles.
- During a brief weather delay (less than 30 minutes), teams will remain at the field and resume play. Play clock is stopped during delay.
- If the delay is extensive, 30+ minutes, and the game has met the minimum innings requirement, the game is final. If the game has not met the minimum innings requirement, it becomes the tournament director's discretion.

Refund Policy

There are times when weather or an unforeseen situation arises and becomes a factor during a tournament. Legacy Center will try to adhere to the original schedule as much as possible. If the schedule needs to be revised, we will attempt to maintain the original tournament format; however, there may be times when the game times may be shortened or not played due to weather related issues. By registering for one of our tournaments, you understand and agree to the fact that weather may play into the scheduling of the tournament.

0 games played = Full credit to a future Legacy tournament within 18 months

1 game played = 50% credit to a future Legacy tournament within 18 months

2 games played = Zero credit

** A game is considered played after the first pitch is thrown