



## LEGACY SPORTS PARK BASEBALL TOURNAMENT RULES

- Ages-May 1st age cutoff.
- ALL age groups will move up to their next age level starting September 1st of the calendar year, and all fall events thereafter. Please have birth certificates on hand if they should be required.

### **GAME RULES**

- COIN TOSS: Only in Pool play rounds will there be a coin toss. A toss of a coin between the two managers will determine the home team before each game.
- After Pool Play rounds are complete and LSP reseeds all teams for final seeding or single elimination rounds, the team who has the higher seed will automatically be the home team in single elimination play for the remainder of the tournament.

### **Games Time Limit**

- Ages 13U & UP: One hour forty-five minutes (1 hour 45 minutes) no new inning can begin after one hour and thirty-five (1 hour 35 minutes)
- Ages 12U & BELOW: One hour forty minutes (1 hour 40 minutes) no new inning can begin after One hour and thirty (1 hour 30 minutes)
- These time limits are not drop-dead, if an inning has been started it must be completed, if the home team is ahead in the bottom of an inning the game will be considered complete once the time limit is reached. There will be NO time limit for a championship game in any event.

### **LSP STANDARD GAME INNINGS**

- 12u and under age divisions: 6 inning games
- 13u and up age divisions: 7 inning Games

### **Final Round Games**

- Games that are tied at the conclusion or by time limit must finish the game using the International Tie Breaker Rule ONLY in final rounds. Both teams will play to win an inning starting with a runner on second base, no outs and playing until there is a winner. To start the tie breaker, the last batted out from the previous inning becomes the runner on second and the game resumes from where it left off the previous inning.
- In the event the game is still tied after 2 extra innings of play using International Tie Breaker Rules, LSP will then add an extra base runner on third and play the following innings starting with a runner on second and third and continue until there is a winner.

- **Consolation Game:** In the interest of keeping the tournament on schedule all consolation games will have a drop-dead time limit. Once the time limit is reached, the game is over regardless of the inning or score. If the consolation game is the last game of the day on any field the inning may be finished if agreed upon by both teams.

All final brackets and format for playoffs will be determined by the number of teams entered and is subject to change at any time.

### **TIEBREAKING CRITERIA FOR FINAL SEEDINGS**

To determine the top spots for the final seeds in an event, LSP will use the following format.

- 1-Overall record of wins / losses.
  2. Head to Head
  3. Runs Allowed
  4. If still tied at this point, the LSP official re-seeding member will flip a coin to award the higher seed for final re-seedings.
- All Pool Play and Consolation games tied at the end of regulation or time limit will be posted as tied.

### **Mercy Ruling**

- 12 after 3
- 10 after 4
- 8 after 5

### **PLAYERS**

- A team can begin play with eight (8) players. That team will receive an out for the ninth slot in the batting order (if a ninth player shows up during the game, the player can be inserted into the last spot in the batting order which would eliminate the automatic out).
- Teams cannot change to free substitution when starting with eight players (in the event that a team has additional late players show up – nine (9) is the maximum for the remainder of this game).
- Teams can NEVER finish a game with eight (8) players on an ejection. A team can finish with 8 players if due to injury, with the injured players spot becoming an automatic out. Teams cannot finish with less than 8 players.

### **COLLISIONS**

- LSP intent of this rule is to encourage base runners and defensive players to avoid collisions whenever possible. When there is a collision between a runner and a fielder who clearly is in possession of the ball, the Umpire shall judge

## **MALICIOUS CONTACT**

- Any player who, in the judgment of the Umpire, maliciously runs into another player is automatically ejected and is declared out. LSP Umpires are instructed to enforce this rule if they witness any intentional and/or excessive force or if they suspect intent to injure another player. The offending player (whether offensive or defensive) shall be removed from the game.

## **COURTESY RUNNER**

- It is NOT MANDATORY with two (2) outs, to use a courtesy runner for the pitcher and catcher. Teams will have the option to use a Courtesy runner for the pitcher and catcher at any time during an inning but must follow all options and rules regarding

### **Courtesy Runners listed below**

- If a team opts to bat their entire line up, they must use the last official batter of the previous inning as the courtesy runner. The second choice is to use the second last batter of the previous inning if the team needs a second courtesy runner that inning (this only occurs when the pitcher and catcher reach base in the same inning).
- First Inning only: In the event that the pitcher or catcher bat in the first inning of play and need a courtesy runner, they must use someone from the bench (not already in the starting lineup), or if batting the entire lineup, use the last batter posted in the starting lineup at the start of that game.
- If a team opts to bat nine (9) or ten (10) batters, the courtesy runner must be someone not in the current batting order of the game. (Example: Starter who is now on the bench or player who just arrives or someone who has not been in the game at all.) The exception to this rule is if there are no additional players on the bench; refer back to Option 1 for Courtesy Runners.

**RULE:** The courtesy runner(s) cannot be the same player for the pitcher and catcher in the same inning at any time.

## **INTENTIONAL WALK**

- Head Coach or Catcher of the defensive team should announce to the Home Plate Umpire that they would like to intentionally walk a batter. No pitches are necessary, and the batter will be awarded first base.

## **RE-ENTRY**

- In all age divisions, starters may re-enter once but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting order must be taken out of the game and is ineligible to re-enter for the remainder of the game.
- Exception: The exception to the rule is if all players have been used in the game and an injury occurs to a starter not substituted for during the game and all players have been used. At this time, the following is allowed:

1. A non-starter must be placed in the injured starter's position.
2. If all non-starters are currently in the game, one of the non-starters must be moved to the injured players batting position and the original starter must go back in his original batting order. A starter can NEVER be moved into another starters batting position.
3. The player that was injured is finished for the game and cannot return.
4. If the sub should get injured in the game, the spot in the order will be recorded as an out.

## **ILLEGAL SUBSTITUTION**

- If a team is caught with an illegal substitution, it shall be treated in the same manner as a player batting out of order, per the major league rule.
- If the illegal substitution is caught before the illegal player comes to bat, the proper player will be inserted into the lineup.
- If the illegal substitution is caught during the time the illegal player is at-bat, but before he reaches base, the illegal player is removed and the proper player will be inserted into their proper batting order and will assume the count of the illegal player (follow Pro Rule for batting out of order).
- If the illegal substitution should complete his at-bat and the opposing team protests "batting out of order", the PROPER BATTER is now OUT. If the opposing team does not protest the illegal substitution prior to a pitch being thrown to the next batter or an attempted play has occurred, the illegal substitution is now considered legal and the batting order shall continue.

## **DESIGNATED HITTER**

- In age divisions of 13u and up, the Designated Hitter (DH) may be utilized.
- A team using a DH is required to make the opposing team as well as the plate umpire aware of a DH prior at the start of the game. This must be addressed when covering field ground rules. Both teams must exchange lineup cards with the opposing team and the plate umpire.
- The DH can only bat for the pitcher.
- If the starting pitcher has a DH batting in his spot in the order and he leaves the mound but stays in the game in another defensive position, the starting pitcher then replaces the DH in the batting order and this eliminates the DH for the remainder of the game.
- The DH can bat anywhere in the lineup if a team chooses this option.
- The DH is a free batting spot only, he cannot play defense.

### **\*\*NOTE\*\***

A Starting Pitcher can never be removed from the game and re-entered to pitch in the same game.

## **EXTRA HITTER**

- In all age divisions, two (2) Extra Hitters will be allowed unless a team chooses to bat their entire lineup.
- A team using an Extra Hitter is required to make the opposing team as well as the plate umpire aware of the EH prior to the start of the game. This must be addressed when covering field ground rules. Both teams must exchange lineup cards with the opposing team and the plate umpire.
- A team using an EH will have a ten (10) player lineup and this lineup must be used the remainder of the game.

- A team using an EH will have an eleven (11) player lineup and this lineup must be used the remainder of the game.
- If a team is unable to continue a ten or eleven (10 or 11) player lineup for any reason other than an ejection, the spot will not be marked as an out. If using a 10 or 11 player lineup and a player is ejected, and you do not have a substitute available on the bench to replace that player in the lineup, that spot in the order will be recorded as an out each time up.
- The player in the EH position, while not actually playing a defensive position, will be treated as though they are for substitution purposes.

#### **The re-entry rule applies for the EH**

- Once a pitcher leaves the mound and goes to the bench, he cannot return to pitch even if he occupies the EH position (EH is not a defensive position).

### **STEALING RULE**

- Free stealing is allowed for age groups 11u and older.

#### **9u Divisions:**

- Players cannot steal home in 9U division. The only way a player can advance home from third base is if the ball is (batted) put in play or a bases loaded walk.

#### **10u can steal**

- Both age groups are not allowed leads, the player can leave the base when the ball leaves the pitcher's hand.
- There will be no dropped 3rd strike or infield fly rule in effect.

### **PITCHING RESTRICTIONS**

- For age divisions 9u and up, there are NO pitching restrictions.
- All pitchers once removed from the mound in any game may not return to pitch in the same game.
- When a balk is called, it shall be an immediate dead ball and bases awarded accordingly.
- 9U-10U no balks, 11U-12U 1 warning per pitcher, 13U-18U no warnings
- There will be no fake 3rd to 1st per the MLB Rules. This will be a balk for 13U-18U Divisions.
- Common Rule for the 9u/10u Divisions: PLAYER MAY NOT LEAVE HIS / HER BASE UNTIL THE BALL LEAVES THE PITCHERS HAND. If a player leaves early, he / she will be called out and the pitch will be a dead ball. \*\*\*\*Metal Cleats are not allowed for pitchers\*\*\*\*

### **Bat Restrictions**

- 9u-12u, a BPF 1.15 USSSA, BBCOR, or USA Baseball designation must be displayed on the bat (no other weight or diameter restrictions).  
13u-18u, the bat must have a BBCOR or USA Baseball designation and may not exceed -3.
- Wood bat specific tournaments can only be played with single-solid wood bats. This means no composite and no bamboo.

- **PENALTY:** If any team/player is caught using an illegal bat the player will immediately be called out. It is not the umpire's job to check every single bat, it is up to the opposing team to question a bat in which case then the umpire will check and make a judgement. **\*\*\*NOTE\*\*\*** - once the next batter has taken a pitch, there will no longer be any questioning of an illegal bat used by the prior batter or outs called, the bat will be removed from the game but the player using it will be allowed to remain wherever he is on the bases.

## **FORFEITS**

- A team that forfeits a game due to cheating, fighting or ejections will be automatically removed from the remainder of the tournament and will not be permitted to continue with the scheduled games.
  - Exception: If so agreed upon by the opposing team and the remaining opposing teams, for the sake of game play, the offending team may be allowed to play the remaining games BUT ALL games will be recorded as losses for the offending team. This decision will be based on individual situational basis with all parties in agreement and approved by LSP officials.
- A team forfeiting due to the above reasons or if a team leaves the field by choice and does not complete their game, the result will be:  
All runs given up prior to the forfeit will be added to their runs allowed plus an additional fourteen(14) runs. The opposing team's runs will be recorded as well. (Example: Team A is winning three (3) to one (1). Team B leaves the field. Team B will be penalized with fourteen (14) additional runs against them plus the three (3) already scored from the game. Score recorded will be seventeen (17) to one (1).

## **EJECTIONS**

- EJECTIONS (Players and Coaches): Any player or coach ejected from a game for any reason will be required to sit out the remainder of the game they were ejected from as well as their next game.
- If a coach or player is ejected a second time anytime throughout the remainder of the event, the offender will be permanently removed from the remainder of the tournament and must leave the premises for the remainder of the event.

## **Protests**

- All protests are to be resolved at the time of the protest. No protests can be made for judgement calls. All protests must be made before next pitch. Teams can not protest once the final out is recorded. Tournament director will have the final say.

## **THUNDER / LIGHTNING RULE**

- If lightning is seen, the Umpire will stop the game immediately and the general rule is to wait twenty (20) to thirty (30) minutes after the last lightning strike before allowing the game to resume. It is at the umpire's and field director discretion to determine if and when the games will resume. The original stated rules may be modified to shorter time limits or fewer innings, in order to complete the tournament. LSP has stamped the game as official after four (4) complete innings even when there is a tie.

## **RULES NOT COVERED**

- Any rules not specified above will be governed by the MLB official rulebook. LSP reserves the right to alter, change, add and delete rules, policies and procedures at any time throughout the season as situations occur that would require LSP to re-evaluate a rule or create a rule to further benefit the individuals participating with this organization.
- Dugouts are first come first serve. Please remove all trash from dugouts after each game!

Payment, rosters and proof of insurance (with MAD Baseball & Softball LLC listed as an additional insured) must be submitted prior to first game. Failure to do so may result in the forfeit of your first scheduled. Last minute roster changes can be addressed the morning of first game. Completed team rosters and insurance can be returned through email to Jessica at [legacyparkcny@gmail.com](mailto:legacyparkcny@gmail.com).

**START TIMES:** Will be dependent on the number of entered teams. Gates will open an hour before first game time.

**CONCESSION STANDS:** Concessions will be in operation.

No coolers, smoking, alcohol, grilling or tailgating allowed. Animals must be on a leash and never left unattended. Please pick up after your pet!