



# **Legends Baseball Club All Star Invitational Tournament RULES: 13U/14U**

## **SCORE REPORTING:**

**All scores should be reported by the winning team via text within 15 min of game ending**

- **TEXT SCORES TO: 425-236-1504**

## **EQUIPMENT :**

1. **Cleats** : No metal cleats allowed on synthetic turf fields (MHS/Park Place Middle School). No Metal cleats allowed on portable pitching mounds.

2. **Bats** : BBCOR, USA STAMPED or WOOD bats are only permitted.

- The first time a team fails to abide by the bat regulations will result in a **dead ball, batter is out and the team will be issued a warning.**
- The second time a team fails to abide by the bat regulations will result in the **automatic ejection of the head coach.**

## **AGE CUTOFF:**

April 30 of the current season.

## **ROSTERS:**

May not exceed 18 players. No player may appear on more than one roster.

## **USE OF THE PARK/FIELD:**

Teams may warm-up in the outfield grass prior to their game if time permits. Formal infield/outfield is not permitted prior to the game. Soft-toss into the chain link fences is not allowed. Use of the cages at MHS fields is not allowed.

## **GAME RULES:**

1. Coaches are expected to maintain rosters and Birth Certificates for all players.
2. 13U 54' mound/80' bases. 14U 60' mound/90' bases
3. Headfirst slides are permitted at all bases
4. HS Rules unless specifically modified within this document.
5. Malicious contact supersedes obstructions at all times.

**Malicious Contact:** If a runner attempting to reach a base intentionally and maliciously

runs into a defensive player in the area of that base, he will be called out and ejected upon judgment of the umpire. This is a judgment call by the umpire and it is final! The Tournament Director shall have the right to reinstate the player for the next game depending on the severity of the ejection. Other players return to the base last touched

at the time of the collision.

### **5. Courtesy Runners:**

Courtesy Runners will be allowed for the **catcher and pitcher** at any time. The courtesy runner will be someone not currently in the lineup, or if the team has no players on the bench, the courtesy runner will be the last recorded out. Re-entry status shall not be affected when using a courtesy runner.

### **6. Intentional Walks:**

An intentional walk may take place by announcement from the coach, catcher and/or pitcher.

## **SEEDING**

1. Win/Loss Record
2. Head to Head
3. Runs Allowed
4. Run Differential (max 10/game)
5. Coin Toss

## **STARTING AND ENDING THE GAME:**

Each team is required to begin the game with a minimum of 9 players, may finish with

less, but must take an out for the vacant position.

All players that participate in the game must be included on the lineup card provided to the umpire at the pregame meeting.

#### **HOME/AWAY & DUGOUTS:**

- Home team will be determined via coin flip.
- Home team is required to keep the official book.
- All games; choice of dugout will be on a first-come, first-serve basis.
- Play-off games; the Higher seed will have the option of Home or Visitor (coin flip if same seed).
- Teams are REQUIRED to pick up their own trash and debris.

**NO SUNFLOWER SEEDS AT MHS Fields! NO FOOD IN THE DUGOUTS!**

#### **GAME TIME:**

13U and 14 U games will play 7 innings or 2 hours with no new inning, whichever occurs first.

- The time starts upon completion of the plate meeting. It is the responsibility of the coach to get the start time from the umpire crew chief.
- The new inning starts as soon as the third out from the previous inning has been recorded
- In case that the home team is winning and time is reach while they are batting, the game will be ruled complete
- There is no time limit for the championship games.

#### **TIES:**

1. Pool Play games can end in a tie.
2. If there is a tie at the end of a bracket play game, the following procedure will apply:
  - a. Each team will start the inning with the player who was last recorded out, as a Base Runner on 2nd base with one out in the books. This runner is not allowed to be replaced with a pinch runner or substitute! All games will incorporate the Tie Breaker except the Championship games. A game shall be ruled official and complete if called by the Umpire or Tournament Director due to rain, inclement weather or other reasons beyond our control, provided 3 innings have been completed. If 3 innings have not been completed, the game shall begin from that point when safe play can be resumed.
3. In the event of a tie at the end of the Championship game, the game will continue into extra innings until a winner is determined. No special rules apply.

**MERCY RULES:**

1. 15 runs after 2 ½ or 3 innings
2. 10 runs after 3 ½ or 4 innings
3. 8 runs after 4 ½ or 5 innings

**BATTING:**

1. You may bat 9 players or 10 players, with the addition of an extra hitter (starters can re-enter one time into their original spot in the batting order).
2. You can bat the entire roster with free substitution. If a team bats their entire roster and a player gets injured or is unable to take his/her turn at bat, that player will be called out.

Once a player is removed due to injury, they may not return.

3. An ejected player will be out when it's their turn to bat.

**4. NO Slug Bunts Allowed.****PITCHING:**

- 13U-14U Teams will not have pitching restrictions, how a team uses their pitcher is entirely up to their discretion.
- We do suggest that teams consider following the USA Baseball Pitch Smart Guideline with trying to protect the future of their players
- Pitch Smart Guidelines can be found at the following link: <https://www.mlb.com/pitch-smart/pitching-guidelines>

**UMPIRES/PROTESTS:**

The umpires will settle all problems on the field at the time of dispute. Rule Interpretation protests must be declared to the Umpire prior to the next pitch being thrown. No protests will be allowed following the game. The Tournament Director and Umpire-in-Chief will rule on all protests; their decisions are final. A \$100 cash protest fee will be assessed to all protests and is due at the time the protest is made. Winning protests will be refunded.

**SEEDING**

1. Win/Loss Record
2. Head to Head
3. Runs Allowed
4. Run Differential (max 10/game)
5. Coin Toss

**ADVERSE WEATHER:**

1. Schedule and format may change for adverse weather conditions.

2. In the event of tournament cancellation (before it begins), a \$100.00 administration fee

will be applied to all teams and the remainder of the tournament fee refunded. 50% of fees will be returned after first game played. No refund after 2 complete games.

3. In case of lightning delay game clock stops.

**FORFEITING GAMES:**

GAME TIME is FORFEIT TIME! Unless the delay is caused by the tournament host, umpires or adverse weather.

**SPORTSMANSHIP:**

All players, coaches and fans will be expected to conduct themselves in a sportsmanlike manner at all times. The tournament director can remove anyone from the premises for unsportsmanlike behavior. Any individual ejected from the game will miss the remainder of that game, plus the next game. The Tournament Director has the right to reinstate the player/individual based on the severity of the ejection. Failure to comply with these rules will result in forfeiture of the game.