Legends Baseball Club All Star Invitational Tournament
RULES: 10U-12U

SCORE REPORTING:

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

- **TEXT SCORES TO: 206-550-3111**
- **Include Team Name, Division (9U, 10U, 11U, 12U) and SCORE for each team**
- **Division age is the age the player is on April 30th**

Modified LL Majors Rules For 10U and 12U

Playing rules will follow the Little League "Green Book" for Majors Division, Regular Season, including:

- All Little League rules for bats at Rule 1.10 apply.

  Rule 1.10 – Baseball. The **bat** must be a baseball **bat** which meets the USA Baseball **Bat** standard (USABat) as adopted by **Little League**. ... All BPF – 1.15 **bats** will be prohibited beginning with the 2018 season. Additionally, starting in 2018, the **bat** diameter shall not exceed 2⅝ inches for these divisions of play.

- Batters MAY advance on uncaught third strikes in the 11U-12U divisions. Batter is out on a third strike and MAY NOT advance in the 10U division.

- **Continuous batting order is mandatory. If a player is injured or otherwise needs to leave the game, his position in the batting order will be skipped without penalty of an out; however, he is prevented from returning to the game in the field or at the plate. If a player arrives after the start of the game, he is added to the bottom of the batting order.**

- Standard LL mercy rule of 10 runs after 4 Innings (or 3 ½ if home team is leading) is in effect.

- Called games after four innings are regulation games.

Exceptions to Official Little League Green Book "Majors" rules:

- Regulation IV and rule 3.03 (substitutions) are modified. Instead: there are no minimum required innings for play in the field; all players must bat in a continuous batting order. Players arriving after the start of the game must be inserted at the bottom of the lineup.

- Regulation VI, regarding pitcher eligibility and pitch counts, is replaced with:
  - Pitchers can pitch a maximum of 3 innings per game in pool play.
  - Pitchers can pitch a maximum of 3 innings per game in bracket play.
  - Pitchers can pitch a maximum of **5 innings in one day and 8 for the tournament**. *(1 pitch thrown = 1 inning pitched.)*
  - Players who have caught for four or more innings are still eligible to pitch in that game.
  - A pitcher must be removed from the mound upon the 2nd visit by the coach/manager.

- Regulation XIV(f) and Rule 3.09 are modified, allowing coaches to warm up pitchers in between innings as well as prior to the game.

- Rule 1.08 is modified: on-deck batters are allowed..

- Rule 4.19 (Protests) is modified. Protests shall be resolved prior to the next play or pitch. The protesting team will shall present a $100 protest fee to the UIC/Tournament Director. If the protest is upheld, the $100 fee will be refunded.

- Rule 6.06 (illegal action by batter) is modified to prohibit "slug bunts." If the batter shows bunt but attempts to swing away (whether the ball is hit or not), the ball is delayed dead. At the conclusion of action, the batter will be called out, all runners not retired by the defense will be returned to their bases at time of pitch.

- Rule 7.14 (special pinch runner) is replaced. Courtesy runners are allowed for the catcher only (regardless of the number of outs); the courtesy runner must be the last recorded out.

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

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.

GAME TIME:

- 6 innings or 1 hour 45 minutes with no new inning, whichever occurs first. Drop dead at 2 hours. If the complete inning is not finished, the score will revert to the last completed inning.

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. GAME TIME is FORFEIT TIME! Unless the delay is caused by the tournament host,

umpires or adverse weather.

- 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:

> 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.

SEEDING

1. Win/Loss Record

2. Head to Head

3. Runs Allowed

4. Run Differential (max 10/game)

5. Coin Toss

Tournament Contacts
Primary: **Ryan Prescott** Cell: 206206-550-3111 E-mail: ryan.prescott@skanska.com
Primary: **Ben Brittingham** Cell: 425-236-1504 E-mail: bjbrittingham@gmail.com