



Legacy Baseball Tournament Rules and Policies 2025

- 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 tournament has started, the roster is 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 can 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.
- In tournament play games can end early. To keep play on time or ahead of schedule, all teams must be ready to play 20 minutes prior to the start of their scheduled time.
- 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 can use -5s or BBCOR bats for all spring tournaments through June 8th. All College Prep tournaments must swing BBCOR.
- 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 8u-14u games will be 1 hour and 45 minutes. All College Prep games have 2-hour time limits. 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. In pool play or bracket play, all extra innings will be international tie breaker rule. Your last batted out will start on second base with no outs. In bracket play, if time expires and you finish the inning tied, the next inning will play international tie breaker rule. Pool play games can end in a tie, but if you finish your allotted number of innings under the time limit, you will play an extra inning with the international tie breaker rule.
 - The tournament director may modify the 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 (applies if all tied teams have played each other)
 - Run differential (Max of 8 per game)
 - Runs against
 - Runs scored
 - Coin flip



- In determining a pool winner or seeding for bracket play, if teams do not have an equal number of games, and head-to-head does not apply, but teams have the same number of losses (i.e. 3-0 vs. 2-0, 3-1 vs. 2-1), 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. The 2-0 team would win the pool or be seeded better with an average RD of 8.
 - **Pool winners automatically advance to Championship rounds and are always seeded above 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, or does not have a sub, the ejected player's spot will become an out.
- **Balks**
 - 8U no balks. 9U-11U teams will receive one warning per pitcher. 12U and up, all balks will be called.
 - All balks are a dead ball, advance one base.
 - Third to first pitching move is legal.
- **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 – 60' / 90'



- **Mound Visits (10U and older)**
 - The second visit in an inning to the same pitcher, the pitcher must be removed.
 - Each team gets three free charged visits to the mound (does not include replacing the pitcher). Each time after the third charged visit, the coach must replace their pitcher.
- **Ties**
 - In a tournament that has tie games, consider a tie being worth 1 point, and a win worth 2 points. 2-0-1 (5 points) is better than 2-1 (4 points). 3-1 would be considered equal to 2-0-2.
- **9U Rules**
 - Dropped third strike is an automatic out
- **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
 - 6 runs maximum per inning
 - No stealing home on pass balls or wild pitches
 - On a walk you cannot advance to second base prior to the next pitch being thrown
 - On a wild throw back to the pitcher, you cannot advance to the next base

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 could be final at tournament director's discretion. If the game has not met the minimuminnings 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 for a future Legacy tournament within 18 months

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

2 games played = Zero credit

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