
BASEBALL RULES

Safety & Tournament Rules | Historic Legends Fields

01 TEAM SAFETY RULES

1. Coaches are responsible for the actions and safety of their own team, including spectators. Coach-umpire interactions are part of the game and should be calm and respectful.
2. A maximum of three coaches/scorekeepers is permitted in the dugout. Only players in uniform for that day are permitted in the dugout.
3. Clean out all dugouts and remove all garbage after your game.
4. No seeds or gum are permitted on the turf, as they encourage spitting.
5. No alcohol may be brought into any location. No coolers are permitted at Legends Fields, except for one team cooler.
6. Teams waiting for the next game should report to their respective field 30 minutes before the scheduled start time.
7. Open spaces behind the fields will be used as warm-up areas so teams can spread out.
8. Pregame meetings with umpires and coaches will take place at home plate with one coach from each team.
9. Mound visits are permitted.
10. No metal cleats are allowed.

02 ROSTERS

Teams must provide an official team roster before their first scheduled game. Rosters must contain birth dates for all players. Roster size is unlimited.

No more than three coaches—one manager, one coach, and a scorekeeper—are allowed in the dugout at any time.

A team may add players to the roster before the first game. Rosters are frozen at check-in.

Coaches are not permitted inside the fence lines during defensive innings. Two coaches are allowed during offensive innings.

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03 TIME LIMITS

Be ready to play: all games may start up to 30 minutes before the scheduled time.

9U-12U: Six innings or 1 hour, 40 minutes. No new inning may start after 1 hour, 35 minutes.

13U-17U: Seven innings or 1 hour, 50 minutes. No new inning may start after 1 hour, 45 minutes.

If the home team is batting and winning when the time limit expires, the game ends at that point. An inning started before the time limit must be finished.

Time starts at the completion of ground rules. Only the umpire and/or tournament official keeps the official clock.

Championship games are played in their entirety; the mercy rule remains in effect.

04 DETERMINING HOME AND AWAY

A coin flip determines the home and away teams. The higher seed is the home team during the playoffs.

Time starts at the completion of ground rules. Be prepared to start 30 minutes before the scheduled time. The site director or plate umpire has the final say on the starting time.

05 CHAMPIONS TIEBREAKER

If a game is tied after regulation or the time limit has expired, the Champions Events tiebreaker is in effect.

The visiting team starts with the bases loaded and one out. Runners are the three players in the batting order who precede the inning's leadoff hitter, placed in the order in which they would score.

Example: If the No. 5 hitter leads off the inning, the No. 4 hitter is on first base, the No. 3 hitter is on second, and the No. 2 hitter is on third.

The home team bats under the same conditions in the bottom of the inning. Repeat this format until there is a winner.

06 SLIDING

All runners must avoid contact. A shoulder roll or coming up high is the only time a runner is called out. Umpires may eject a runner at their discretion for contacting a defensive player at home plate.

07 DROPPED THIRD STRIKE, LEADING, AND STEALING

The dropped third strike and infield fly rules are enforced in all age divisions except 9U and 10U.

10U (46 × 60): Runners may advance once the baseball crosses the plate. If a runner leaves early, the ball is dead and the runner is out.

No delayed stealing in 9U.

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08 INTENTIONAL WALKS

All age groups: Inform the umpire that you wish to walk the batter. No pitches are required.

09 MERCY RULE — ALL ROUNDS

Six-inning games: 12 runs after three innings; 10 runs after four innings; eight runs after five innings.

Seven-inning games: 15 runs after three innings; 12 runs after four innings; 10 runs after five innings.

10 TRIPS TO THE MOUND

The pitcher must be replaced on the second trip to the mound in an inning. On each additional trip during that inning, the pitcher must be removed. The count resets the next inning.

11 BALKS

9U and 10U: No balks.

11U and 12U: One warning per pitcher. No warnings in playoff rounds.

13U-17U: No warnings.

12 PITCHING RESTRICTIONS AND RELIEF PITCHERS

There are no pitching restrictions at Champions Events tournaments. Coaches and parents know the players best. Coaches are asked to use MLB Pitch Smart recommendations to help ensure player safety: <http://m.mlb.com/pitchsmart>

Coaches are strongly advised to use caution with their players. We believe in pitch counts, not innings.

Relief pitchers may warm up in foul territory against the outfield fence with a catcher wearing a mask and an adult coach.

No metal spikes are allowed on temporary mounds. If a player is wearing metal spikes, the clock will stop for one minute to allow a new pitcher to put on molded spikes.

13 INFIELD WARM-UPS

Warm up outside the fields before your game. A brief outfield warm-up is allowed after the previous game only if games are ahead of schedule or on time.

The umpires will announce a start time once the previous game has ended.

BASEBALL RULES

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14 LINEUPS

Teams may choose to bat the entire roster. Teams may use extra hitters (EH) and/or a designated hitter (DH); both may be used.

15 PLAYING WITH EIGHT PLAYERS AND INJURIES

All games must start with at least nine players. A game may be finished with eight players. Once a team drops to eight players, that spot in the batting order is an out. A team cannot play with fewer than eight players.

If a player arrives late, they may fill the empty spot in the batting order.

If a player is ejected and the team drops below nine players, the game is over and the team forfeits. That score is recorded. If the winning team forfeits, the score becomes 7-0.

16 RE-ENTRY RULE

Starters may be replaced by a legal substitute and re-enter at any time if they return to the same slot in the original batting lineup.

Substitutes who leave the game may not return. Once a pitcher is removed as a pitcher, they cannot return as a pitcher during that game.

17 COURTESY / SPEED-UP RUNNER

This rule speeds up the game by allowing the catcher and pitcher to be removed from the bases at any time to prepare for defense in the next inning.

If a substitute is available, that player runs, but the same person cannot run for both the pitcher and catcher.

The previous player in the batting order must run for the catcher or pitcher. If that player is the pitcher or catcher, continue through the order until an eligible runner is found.

18 BAT REQUIREMENTS

9U-12U: USA or USSSA 1.15 BPF-stamped bats only.

13U-17U: BBCOR -3.

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19 STANDINGS TIEBREAKER RULES

1. Overall record (winning percentage).
2. Head-to-head. This criterion is void when three or more teams are tied in the standings.
3. Total runs allowed in regulation games.
4. Total runs scored in regulation games.
5. Coin flip.

20 EJECTIONS

The umpire has the right to eject players, coaches, and fans to maintain a safe environment.

Any player or coach who is ejected receives a minimum one-game suspension from play. A second offense results in suspension for the tournament.

21 TOURNAMENT AUTHORITY

Champions Events reserves the right to add, modify, or change the rules of play at any time to ensure fair play and the safety of all teams and players.

Download the Top 100 Tournaments app from the App Store or Google Play.