Training Legends - Travel Baseball Rules

as of March 24th, 2017

	Coach Pitch Only										
	5u	**6u**	**7u**	**8uCP**	**8uKP**	**9u**	**10u**	**11u**	**12u**	**13u**	**14u**
Base Distance	60	60	60	60	60	65	65	70	70	80	90
Mound					40	46	46	50	50	54	60
Time Limit	1:15	1:15	1:15	1:15	1:30	1:30	1:30	1:30	1:30	1:45	1:45
Championship Time	Time Limit for Fall Sunday Ony, No Time Limit for 2 Day Events										
Innings	6	6	6	6	6	6	6	6	6	7	7
Max Runs per Inning	7	7	7	7	7	-	-	-	-	-	-
	8uKP *ONLY* - Until the last inning, then unlimited runs allowed upon announcement by the umpire										
Mercy Rule	Math Elimination				15/3, 10/4, 8/5						
Dropped 3rd Strike	No	No	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes
Infield Fly	No	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Leading Off	Closed	Closed	Closed	Closed	Closed	Open	Open	Open	Open	Open	Open
Balk	N/A	N/A	N/A	N/A	N/A	Yes	Yes	Yes	Yes	Yes	Yes
	For 9u - 12u Fakes to 3rd are Balks (including fake to 3rd, throw to 1st)										13u & 14U a Fake to 3rd is NOT a Balk
	8uKP - Balk is only for a Start and Stop in Motion										
										Fake to 3rd is NOT a Balk	
Absent/Injured Hitter	Out	Out	Out	Out	Out	Out	Out	Out	Out	Out	Out
Walk					Dead Ball						
Age Requirement	May 1	May 1	May 1	May 1	May 1	May 1	May 1	May 1	May 1	May 1	May 1
Intentional Walk	No	No	No	No	Verbal at anytime during at bat						
Steel Cleats	No	No	No	No	No	No	No	No	No	Yes	Yes
Time Called During Play	ead runner stops, and back runner retrea										
Pitcher *ONLY* Face Mask	Required Pitcher ONLY				No Requirement						
Fake Bunt (Slashing)	No	No	No	No	No	No	No	No	No	No	Yes
Bunt	Coach Pitch and 8uKP Only: Limit 1 Successful bunt per inning (Coach pitch 20' arc fair ball, 30' arc for players)										
	2nd Bunt per inning + Out										
Bat Size	1.15 Stamp required - NO 2 3/4 DeMarini CF Zen-CBZ 17 Model (-10)										BBCOR -3 or Wood
Slung Bat	1 Warning per player, then player out										
Head First Slide	Legal if No: Face Mask, C-Flap, or Chin Strap										
Bucket Seat/Bench	Yes - 1 defensive coach within proximity of dugout										
Pitching Limit	None - Coaches Protect Your Pitcher										
Remove Pitcher	Federation (3)										
Defensive Visits	3 visits allowed per game.										
Pitcher	Removed once per inning. Must stay in lineup.										
Courtesy Runner	Last Batted Out if CBO for pitcher and/or catcher; eligible subs if traditional lineup										
Batting Order DH or EH	Coach Discretion										
Start <9 Players	Must start with 9, can finish with 8										
Tie Breaker (Pool)	Record, Head to Head, Run Differential Max, Runs Allowed, Runs Scored, Coin Flip										
	Max score differential in any game is 7										
	Head to head tie-breaker is to be used for TWO TEAM ties only. If 3 or more teams are tied, and if one team has defeated **all** other tied teams, that team advances. If not, then the first tie-breaking criteria will be the run differential max by all tied teams, then runs allowed by all teams, then runs scored by all teams, then coin flip. With 3 or more tied teams, the criteria never reverts back to the 2 team tie criteria.										
Tie Breaker (Bracket)	International Rules - No outs, runner on 2nd (Last batted out)										
Warm-up Pitches	New Pitcher - 8 pitches, Returning Pitcher - 5 pitches										
Rule Interpretation Protest	$100 Cash										
Courtesy Runners	A courtesy runner is allowed for pitcher & catcher of record. Available substitute or last batted out.										
Home Team Designation	In pool play, a coin toss will determine the home team. In bracket play, the better seed decides. Home team is keeper of Official Scorebook.										
Home Team Responsibilities	Home team must confirm final score with the base umpire immediately upon completion of the game.										
Required baseballs for play	Each team will provide 2 new baseballs for each game. If additional balls are required due to balls going out of play, the team at bat must supply the additional balls.										
Final Score Confirmation	All Managers/Head Coaches must meet with the Base umpire immediately after the game to confirm score.										
Rain-Out Policy	If a game is cancelled due to weather: 5U-12U, 3 innings (2.5 with home team leading) is a complete game. 13u-14U (3.5 with home team leading) is a complete game.										
	If a tournament is rained out during bracket play, and if everyone has NOT completed the first game of bracket play, then seeding is the determining factor.										
	If a tournament is rained out during bracket play, and if everyone has completed at least 1 game of bracket play, then it goes to record, run differential, runs against in bracket play only. A team that receives a bye in any round receives a winning score of 7-0 for that round.										
Rain-Delay Policy	Once a game is an Official Game, there is a 45 min window to resume the game. After 45 minutes, the game is Final.										
Umpire Ejections	The ejected party must leave the park immediatly and may not return to the park for the remainder of that day only. If the ejected party does not leave accordingly, that person's team will be disqualified.										
Fighting	Fighting will result in immediate ejection.										
Forfeits	Forfeits are scored as 7-0.										
Base Set of Rules	**National Federation of State High School Associatiobs (NFHS) - www.nfhs.org/ebooks**										

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404.382.7899 - info@traininglegends.com