



## Training Legends - Travel Baseball Rules

Updated February 22nd, 2018

	Coach Pitch Only											
	5u	6u	7u	8uCP	8uKP	9u	10u	11u	12u	13u	14u	
<b>Base Distance</b>	60	60	60	60	60	65	65	70	70	80	90	
<b>Mound</b>	Pitching coach shall keep one foot on or straddle the pitcher's line and can pitch anywhere in-between the 30' Safety Arc and the 42' Pitching Circle.											
<b>Time Limit</b>	1:15	1:15	1:15	1:15	1:30	1:30	1:30	1:45	1:45	1:45	1:45	
<b>Championship Time</b>	Time Limit for Fall Sunday Only, No Time Limit for 2 Day Events											
<b>Innings</b>	6	6	6	6	6	6	6	6	6	7	7	
<b>Max Runs per Inning</b>	7	7	7	7	7	-	-	-	-	-	-	
<b>Mercy Rule</b>	8uKP ONLY - Until the last inning, then unlimited runs allowed upon announcement by the umpire											
<b>Dropped 3rd Strike</b>	Math Elimination				15 runs after 3 innings; 10 runs after 4 innings; 8 runs after 5 innings							
<b>Infield Fly</b>	No	No	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes	
<b>Leading Off</b>	Closed	Closed	Closed	Closed	Closed	Open	Open	Open	Open	Open	Open	
<b>Balk</b>	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 Fake to 3rd is NOT a Balk											
	8uKP - Balk is only for a Start and Stop in Motion											
<b>Absent/Injured Hitter</b>	Out	Out	Out	Out	Out	Out	Out	Out	Out	Out	Out	
<b>Walk</b>	Dead Ball											
<b>Intentional Walk</b>	No	No	No	No	Verbal at anytime during at bat							
<b>Steel Cleats</b>	No	No	No	No	No	No	No	No	No	Yes	Yes	
<b>Time Called During Play</b>	Coach Pitch lead runner stops, and back runner retreats											
<b>Pitcher ONLY Face Mask</b>	Required Pitcher ONLY				No Requirement							
<b>Fake Bunt (Slashing)</b>	No	No	No	No	No	No	No	No	No	No	Yes	
<b>Bunt</b>	Coach Pitch and 8uKP Only: Limit 1 Successful bunt per inning (Coach pitch 20' arc fair ball, 30' arc for players) (2nd bunt = out)											
<b>Bats</b>	Approved bats only; USSSA BPF 1.15 or USA Bat Standard or legal wood bat.      BBCOR -3 or Wood											
	13u players must use bat no lighter than drop 5 (-5). If a team is playing up an age group, they must comply with older divisions rules.											
<b>Slung Bat</b>	1 Warning per player, then player out											
<b>Head First Slide</b>	Legal if No: Face Mask, C-Flap, or Chin Strap											
<b>Bucket Seat/Bench</b>	Yes - 1 defensive coach within proximity of dugout											
<b>Pitching Limit</b>	Refer to the rules at <a href="https://traininglegends.com/pitching-policy/">https://traininglegends.com/pitching-policy/</a>											
<b>Remove Pitcher</b>	Federation (3)											
<b>Defensive Visits</b>	3 visits per game											
<b>Pitcher</b>	Removed once per inning. Must stay in lineup.											
<b>Courtesy Runner</b>	A courtesy runner is allowed for pitcher & catcher of record. Last Batted Out if CBO (Continuous Batting Order); eligible subs if traditional lineup											
<b>Batting Order DH or EH</b>	Coach Discretion											
<b>Start &lt;9 Players</b>	Must start with 9, can finish with 8											
<b>Tie Breaker (Pool)</b>	Record, Head-to-Head, Run Differential, Runs Allowed, Runs Scored, Coin Flip											
	Max run differential in any game is 7											
	Head-to-head tie-breaker is for TWO TEAM ties only. If 3 or more teams are tied, then the first tie-breaking criteria jumps to run differential, ..., and never reverts back to head-to-head.											
<b>Tie Breaker (Bracket)</b>	International Rules - No outs, runner on 2nd (Last batted out)											
<b>Warm-up Pitches</b>	New Pitcher - 8 pitches, Returning Pitcher - 5 pitches											
<b>Rule Interpretation Protest</b>	\$100 Cash											
<b>Home Team Designation</b>	In pool play, a coin toss determines the home team. In bracket play, the higher seed is home. Home team keeps the Official Scorebook.											
<b>Home Team Responsibilities</b>	Home team must confirm final score with the Base Umpire immediately upon completion of the game.											
<b>Required baseballs for play</b>	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.											
<b>Final Score Confirmation</b>	All Managers/Head Coaches must meet with the Base Umpire immediately after the game to confirm the score.											
<b>Rain-Out Policy</b>	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 every team has completed at least 1 game of bracket play, then the tiebreakers go into effect: 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.											
<b>Rain Delay Policy</b>	Once a game is an Official Game, there is a 45 minute window to resume the game. After 45 minutes, the game is Final.											
<b>Umpire Ejections</b>	The ejected party must leave the park immediately 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.											
<b>Fighting</b>	Fighting will result in immediate ejection.											
<b>Forfeits</b>	Forfeits are scored as 7-0.											
<b>Base Set of Rules</b>	National Federation of State High School Associations (NFHS) - <a href="http://www.nfhs.org/ebooks">www.nfhs.org/ebooks</a>											