

Training Legends - Travel Baseball Rules

Updated August 29th, 2018

	Coach Pitch Only				8uKP	9u	10u	11u	12u	13u	14u	15+
	5u	6u	7u	8uCP								
Base Distance	60	60	60	60	60	65	65	70	70	80	90	90
Mound					40	46	46	50	50	54	60	60
	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.											
Total Pitches	5	5	5	5	No Limit							
Time Limit	1:15	1:15	1:15	1:15	1:30	1:30	1:30	1:45	1:45	1:45	1:45	1:45
Championship Time	Time Limit for Fall Sunday Only, No Time Limit for 2 Day Events											
Innings	6	6	6	6	6	6	6	6	6	7	7	7
Max Runs per Inning	7	7	7	7	7	-	-	-	-	-	-	-
Extra Inning Run Limit	There is no run limit in extra innings											
Mercy Rule	Mathematical Elimination				15 runs after 3 innings; 10 runs after 4 innings; 8 runs after 5 innings							
Dropped 3rd Strike	No	No	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Infield Fly	No	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Leading Off	Closed	Closed	Closed	Closed	Closed	Open	Open	Open	Open	Open	Open	Open
	N/A	N/A	N/A	N/A	N/A	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Balk	For 9u - 12u: Fakes to 3rd are Balks (including fake to 3rd, throw to 1st)											13u+ Fake to 3rd is NOT a Balk
	8uKP - Balk is only for a Start and Stop in Motion											
Absent/Injured Hitter	Out	Out	Out	Out	Out	Out	Out	Out	Out	Out	Out	Out
Walk	Dead Ball											
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	Yes
Time Called During Play	Coach Pitch lead runner stops, and back runner retreats											
Pitcher ONLY Face Mask	Recommended, but not Required				No Requirement							
Foul Ball to the Catcher	A foul ball back to the catcher must have a clear arc if it is to result in an out				No Requirement							
Fake Bunt (Slashing)	No	No	No	No	No	No	No	No	No	No	Yes	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 = out)											
Bats	Approved bats only; USSSA BPF 1.15 or USA Bat Standard or legal wood bat.										BBCOR -3 or Wood	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.											
Illegal Bat Procedure	In the event an illegal bat is found during the game, the bat is removed from the game and the game moves on. If the bat is brought back into the game, the player and coach will be ejected immediately.											
Slung Bat	1 warning per player, player is out on 2nd offense. No team warnings.											
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	Refer to the rules at https://traininglegends.com/pitching-policy/											
Remove Pitcher	Federation (3) visits, then the pitcher must be removed per visit after that											
Defensive Visits (CP only)	3 visits per game											
Pitcher	Starting pitcher only can re-enter as pitcher one time, as long as he is not removed from the lineup											
Courtesy Runner	A courtesy runner is allowed for pitcher & catcher of record. Last Batted Out if CBO (Continuous Batting Order); eligible subs if traditional lineup											
Batting Order DH or EH	Coach Discretion											
Start <9 Players	Must start with 9, can finish with 8. The absent slot still results in an out.											
	Record, Head-to-Head, Run Differential, Runs Allowed, Runs Scored, Coin Flip											
Tie Breaker (Pool)	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.											
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											
Home Team Designation	In pool play, a coin toss determines the home team. In bracket play, the higher seed is home. In a double elimination championship game, the team coming out of the winner's bracket is the home team. Home team keeps the 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 the score.											
	If a game is cancelled due to weather the final score is 7-7											
Rain-Out Policy	5U-12U, 3 innings (2.5 with home team leading) is an official game. 13u-14U (3.5 with home team leading) is an official game If a tournament is rained out during bracket play, the highest remaining seed will be named champion If the tournament is formatted as a double elimination tournament, the highest remaining seed in the winner's bracket will be named champion											
Rain Delay Policy	Once a game is an Official Game, there is a 45 minute window to resume the game. After 45 minutes, the game is Final.											
Umpire Ejections	The ejected party must become out of sight and out of sound at the park immediately. The ejected party will miss the rest of the ejected game and their team's following game in that tournament. For player ejections, Training Legends will use discretion in determining if the player must sit out the following game.											
Fighting	Fighting will result in immediate ejection.											
Forfeits	Forfeits are scored as 7-0.											
Base Set of Rules	National Federation of State High School Associations (NFHS) - www.nfhs.org/ebooks											