

# ***2023 Bucks County Legends Coach “O” Memorial 9u Tournament***

## **TOURNAMENT PAYMENT POLICY:**

- A tournament spot is confirmed for a team only after Bucks County Legends receives full payment
- Full payment for all teams is due 14 days prior to the start of the tournament
- A team that registers for a tournament inside of 14 days must pay in full
- No refund if a team drops out of tournament 10 days or less from tournament start date

\*Failure to abide by these policies may result in the forfeiture of a tournament spot

## **INCLEMENT WEATHER POLICY:**

In the event of rain, we will do everything in our power to stay as close to the game schedule as possible, but we may be forced to deviate from the original schedule. If we need to adjust the schedule due to weather or extraordinary circumstances the following policies will be in effect:

If the tournament is postponed/Canceled for inclement weather leading up to the tournament start, full refund will be given to each team. If the tournament is interrupted by rain, all efforts will be to ensure each team plays its minimum number of games.

\*There will be no makeup date for the tournament beyond the June 30-July 2 weekend.

## **TEAM INSURANCE:**

Each team is required to carry its own insurance and submit a certificate of insurance to Bucks County Legends prior to the beginning of the tournament. A team cannot play a game until we have the COI and it is verified.

***ALL INSURANCE CERTIFICATES MUST HAVE THE FOLLOWING ENTITIES LISTED AS “ADDITIONAL INSURED” IN THE CERTIFICATE HOLDER SECTION OF THE STANDARD CERTIFICATE OF LIABILITY FORM:***

***Bucks County Legends – 37 Mountain Lane, Levittown PA 19054***

This can be obtained by calling your insurance company and asking them to list the above on the certificate. Please note: we are not requesting to be added as a “named insured” on your policy.

## **AGE VERIFICATION/BIRTH CERTIFICATES:**

It is the responsibility of the coaching staff to carry documentation of birth for all players on their roster during the tournament.

Coaches may protest the age of players on another team, only before or during a game.

IF a coach decides to protest the age of another team’s player(s), the coach must provide a **\$150 protest fee (cash only)** to the Legends organizers who will request age verification documentation from the team in question. **Parents cannot protest the ages of other players**

If the team in question is unable to provide age verification, that team will forfeit the current game with a score of 6-0 (6 inning games) or 7-0 (7 inning games) & will not be permitted to start another game without appropriate documentation.

In the case of a successful protest, Legends organizers will return the protest fee to the protesting coach.

In the case of an unsuccessful protest (documentation provided/players are eligible) the protest fee will be lost

Legends organizers may request documentation of a player's age at any time

\*If a team is found to be using an illegal player (not age eligible/not registered on official roster) the team will be **EJECTED** from the tournament immediately. All previously played games will be reverted to a forfeit score of 6-0. **NO CREDITS OR REFUNDS WILL BE GIVEN TO THE EJECTED TEAM.**

### **TOURNAMENT FORMAT:**

The format of the tournament will depend on the number of teams and the number of tournament days/minimum games. Format for the tournament will be clearly defined when the schedule is final.

### **UMPIRES:**

All tournament games will have one certified umpire from a professional association, except for the championship game, which will have two umpires.

### **UNIFORMS:**

All players are required to be in uniform with a number on their jersey. Coaches are not required to be in uniform, however should wear appropriate coaching attire that clearly defines them as a coach of a particular team.

### **DUGOUTS:**

Dugouts are first come first serve. Home team will be designated by a coinflip. The team traveling the furthest will call heads/tails. However, Home and Away for playoff games will be determined by seeding.

### **ADMISSION/CONCESSIONS:**

Parking & admission are FREE. Please park in designated areas only. Please bring lawn chairs / tents to station around the field of play, as there are no bleachers or stands on property.

Concessions will be open.

### **BASEBALL EQUIPMENT:**

Game balls will be provided by the Bucks County Legends for all games. Please do your best to help retrieve foul balls. Teams are to bring their own practice balls and all other baseball & safety equipment. Teams are allowed to bring team coolers.

## **EJECTION/SUSPENSION POLICY:**

**Managers/Coaches:** Managers or coaches that are ejected from a game (either by an umpire or a Legends organizers) must leave the property immediately and will automatically be suspended for 1 (one) additional game. If a manager or coach is ejected from a game twice during the same tournament, they will be suspended for the remainder of the tournament.

**Players:** If a player is ejected from the game, they must leave the dugout but may stay with family members of the team. Ejected players may face further suspension.

**Parents/Fans:** If a fan or parent is ejected from a game, either by an umpire or Legends organizers, they must leave the property immediately and will be suspended for the remainder of the tournament.

## **TIME LIMIT:**

### **POOL GAMES:**

No new inning can start after 1:50, with the exception of the championship game (no limit). If the game is tied and the time limit has expired then the game will end in a tie and be recorded as such. Pool games can go into extra innings as long as the time limit has not expired. Please see EXTRA INNING procedures.

### **PLAYOFF GAMES:**

Elimination games that are tied at the end of regulation will follow the EXTRA INNING procedures below

**CONSOLATION GAMES:** 1:50, no new inning may start after the time elapses.

**INTENTIONAL DELAYS:** Intentionally delaying a game to achieve victory through the time limit is considered unsportsmanlike conduct and not be tolerated. The umpires & tournament officials reserve the right to eject a coach or player for intentionally delaying a game and possibly declare a forfeit for that team.

## **TIE GAMES IN POOL PLAY**

Pool play games can end in a tie. A tie game in pool play equals ½ win & ½ lose for both teams toward their record and/or winning percentage. A team with a 2-0-1 record is better than a team with a 2-1-0 record for seeding purposes

**EXTRA INNINGS:** The international tiebreaker will be in effect for all extra inning tournament games.

**Pool Games:** If the score remains tied after regulation play AND the time limit has not been reached, the top of the next inning and each half inning thereafter will start with a runner at second base until there is a winner or the time limit is reached. The batter who leads off an inning shall continue to be the batter who would lead off the inning in absence of this extra innings rule. The runner on second base shall be the player (or sub for such a player) in the batting order immediately preceding the batter who leads off the inning.

THIS RULE ONLY GOES INTO EFFECT IF THE GAME IS TIED **AND** THE TIME LIMIT HAS **NOT** BEEN REACHED. IF THE TIME LIMIT IS REACHED & THE SCORE IS TIED THE GAME WILL END IN A TIE

**Elimination Games:** If the score remains tied after regulation play the top of the next inning and each half inning thereafter will start with a runner at second base until there is a winner. The batter who leads off an inning shall continue to be the batter who would lead off the inning in absence of this extra innings rule. The runner on second base shall be the player (or sub for such a player) in the batting order immediately preceding the batter who leads off the inning.

### **ROSTERS:**

There are no limits on player rosters. Rosters are locked once a team's first game of a tournament begins. Each player may be listed on only ONE roster for each tournament. ALL ROSTERS ARE DUE BEFORE THE TEAM'S FIRST GAME. Up to (4) adults, including a scorekeeper are allowed in the dugout.

### **LINE UPS:**

Teams may bat anywhere from 9 batters to their entire roster. We use the XP designation for players in the batting line up over 9. The XP is considered a defensive starter for substitution purposes. Free defensive substitution is allowed for ALL PLAYERS IN THE BATTING ORDER.

IF A TEAM DOES NOT BAT THE ENTIRE LINEUP AND SUBSTITUTES ARE AVAILABLE, WE USE THE STANDARD NFHS RE-ENTRY RULE. STARTERS MAY BE RE-ENTERED ONCE AS LONG AS THAT PLAYER OCCUPIES THEIR ORIGINAL POSITION IN THE BATTING ORDER. IF A SUBSTITUTE COMES INTO A GAME AND THEN IS TAKEN OUT THAT PLAYER CAN NOT RE-ENTER.

***\*IF A PLAYER IS INJURED & NO SUBSTITUTE IS AVAILABLE, THAT SPOT IN THE LINE UP WILL BE SKIPPED WITH NO PENALTY\****

***\*TEAMS MUST HAVE A LEAST 8 PLAYERS TO START & FINISH A GAME, IF NOT FORFEIT RULES APPLY\****

### **BETWEEN INNINGS:**

Teams are limited to 2 minutes between innings to warm up. The 2 minutes starts after the last out in the previous inning. A coach or another player should be prepared to warm up your pitcher if needed.

### **PREGAME PRACTICE:**

No pregame practice will be allowed on the infield. Practice prior to the game will be limited to the outfield and the indoor batting cages on property.

### **8 RUN RULE:**

Will be in effect for all games including playoff rounds and championship games. All field sizes after 5 innings.

### **10 RUN RULE:**

Will be in effect for all games including playoff rounds and championship games. 10 runs after 4 innings on all field sizes

**SPEED UP RULE:** A runner for the catcher or pitcher can be used anytime. Runners should be a player not in the batting order at the time, if available, or the last batted out. When pitchers or catchers are the last batted out, they will not be obligated to run, and the last batted out prior to them can be used.

Runners are for the pitcher/catcher coming into the game next inning. Speed up rule is mandatory with 2 outs. The catcher is defined as the player who will be catching in the following inning.

### **NO INFIELD FLY**

### **STEALING:**

Stealing can only occur once the pitch crosses the plate. If runner leaves early a warning from the umpire will be the first offense to the team. Second time, runner will be called out. There is no continuous running off a ball four walk.

**SLASH BUNT:** The slash bunt is illegal, and the player will be called out if this play is attempted. A slash bunt is defined as a player showing bunt at any time during the pitch and then swinging at that same pitch.

**INTENTIONAL WALKS:** Pitchers do not have to throw four pitches outside of the strike zone to intentionally walk a batter. A signal from the coach to the umpire is all that is required to intentionally walk a batter.

**AVOID CONTACT RULE:** Players must attempt to avoid contact with other players in tag-out situations. If, in an umpire's judgement, there is INTENTIONAL contact, that umpire may call the runner out on that play. If the contact is judged as intentional AND malicious, that umpire may also eject the player from the game.

On force out situations, if the runner slides, they must slide directly into the base. A slide that is not directly into the base is grounds for an interference call (umpire's judgement) and the runner could be declared out. In this instance the batter/runner could also be declared out if the fielder was attempting to make a play on that batter/runner.

**IT IS IMPORTANT TO NOTE THAT IF THE RUNNER MAKES A LEGAL SLIDE DIRECTLY INTO THE BASE AND CONTACT IS MADE WITH THE FIELDER, INTERFERENCE WILL NOT BE CALLED**

**MOUND VISITS:** The pitcher must be removed on the second mound visit in an inning. Once a pitcher is removed from pitching in a game he cannot return to the mound for the remainder of that game. If the pitcher of record is pinch hit for offensively, they may re-enter the next half inning if they remained the pitcher of record (no one else pitched for that team from the time of the offensive substitution).

### **PITCH COUNTS:**

There is no pitch count in the tournament. However, we hope that coaches use great judgement with their pitchers and the number of pitches being thrown.

### **BATS:**

Any bat with USA or USSSA stamped back (except if listed below)

- 2017 USSSA DeMarini 2 3/4 Drop 10 (blue/white)
- 2017 USSSA DeMarini 2 5/8 Drop 8 (green/white)
- 2018 USA Bats Easton Ghost X 30-inch

