

LEGENDS

>>>>> OF BASEBALL <<<<<<

GENERAL INFORMATION

The Legends of Baseball provide an opportunity for “Men of Good Cheer” over the age of 30 to come together and participate in the grand old game of baseball on Doubleday Field and other exceptional playing fields. The average age of our participants varies from respective tournament years, but is always 45 years (+), and they continue to have a desire to play the game of their youth. With the addition of a few modifications to the long-established rules of baseball, such as 7-inning games, generous substitution rule, no stealing and no advancing on a passed ball or wild pitch, the Legends tournaments provide a unique opportunity for fathers, sons, daughters, brothers, grandsons, husbands, wives and other relatives to play together on the same team.

To date, our oldest player was George Goodall (a young 95), who passed several years ago. In the 1930’s, George played and batted against Satchell Paige and other Hall-of-Famers such as Heiny Manusch and Goose Goslin. We all wish that George’s enthusiasm and love for the game will live on and perpetuate in all of us, and especially with the youngsters coming after us. In a very real sense George Goodall is truly a “Legend of Baseball” in his own right.

Over the past 35 years, the organizers have held over 80 tournaments in Cooperstown and have enabled thousands of Baseball players the opportunity to play on Doubleday and other first-rate fields. To date, we have had participants from more than 30 states and foreign countries including Russia, Portugal, Argentina, Japan and Canada. The organizers would like to thank you for taking the time to learn more about us and the opportunity to enjoy the game of baseball

GENERAL RULES

1) Registration

Players must be properly registered, including the signed waiver and release form and have paid the full fee.

Non-playing managers and coaches can participate at a reduced fee.

2) Appearance

Players must be in full uniform (pro uniform or replica) while on the field and in the dugouts (including caps). NO tee shirts or shorts or half uniforms allowed. Names and/or numbers are required on the uniform.

All Players must look and act like a “Pro” at all times. Let’s respect the uniform, the field and the game.

3.) Equipment

Each player is responsible for their own uniform and bats.

Legends of Baseball will provide aluminum bats (for seniors over age 65), balls, batting helmets, catcher's equipment, bubble gum, ice, and moderate first aid (ie: band-aids, etc).

Batters must wear a helmet with at least one ear flap. Runners must wear a helmet always.

Bat Rule

Wooden Bats only for everyone under the age of 65.

Women and batters 65 or over may use metal bats if they so choose. They will be provided at each field, if you choose to bring your own the must be: ***BBCOR Certified Bats Only**

4.) Safety

With safety as our concern, only Registered players and coaches are permitted on DOUBLEDAY field and in the dugouts during the games. Only one person may be in the "On Deck" circle, all other players must be in the dugout.

5) Field Etiquette

No glass containers on the field or in the dugouts. No smoking in the dugouts or on the field. No consumption of alcohol permitted in the dugout or in the playing area **at any time**.

6) Refunds

There are No Monetary refunds for rain-outs. Any player who has had to cancel out of the tournament for illness, injury or other reasons will be invited back to another tournament free of charge. Additionally, there are No Refunds for anyone who asks or is asked to leave the camp for any reason.

7) Respect

Umpires, teammates and opposing team personnel are to be treated as professionals. No cussing or profanity will be tolerated whatsoever. Any attempt to argue with, intimidate or embarrass an umpire, another player or manager is grounds for **IMMEDIATE** dismissal from the camp. This type of action will be enforced as it embodies everything that Legends does NOT represent or stand for.

8.) GROUPS

Players coming to the tournament individually or in smaller groups as Free Agents, need to contact the organizers. We will make every effort to get you assigned to a team in need of players.

LEGENDS RULES

1) Game Length

Games are to be 7 innings in length, and 1 extra inning for ties after 7 innings. Due to time constraints, there is a limit of 6 runs per 1/2 inning that can be scored. However, if either team is behind more than 6 runs going into the 7th inning, the 6-run rule DOES NOT apply. There will be no limit to the amount of runs that can be scored for either the 7th or 8th inning (if tied after 7).

2) Timeframe of Games

The timeframe for games will be:

August Tournament - No new inning after 2 Hours

September Tournament - No new inning after 1 Hour 50 Minutes

*These time limits include the Extra 8TH Inning

3.) Mercy Rule

After 5 complete innings, the Game may be called complete if a team is ahead by 10 or more runs, provided the losing team agrees. If, however, the losing team does not agree, the game will automatically be called after 6 innings (or 5 ½ innings) if the winning team is ahead by 10 or more runs.

4) Player Arrival for Games

Players should make every attempt to arrive at least 30 minutes before their scheduled game time.

Warm ups are to be done in the outfield, and never on the infield grass. As there are 4 games per day on each field, every attempt will be made for each game to begin at their scheduled time. Forfeits do occur as **teams must BEGIN play with 9 players**. However, in the event of injury or unforeseen circumstances the affected Team Manager is to contact

the Tournament Organizers as it relates to “*Borrowing Players*” from another team. To be clear – this is **ONLY if your team has LESS THAN 9 available players**.

5) 3 inning Rule

Managers will make all decisions about the batting order, defensive positions, strategy, etc. They must **make every effort** that all players play **at least 3 innings** in each game (unless a player cannot play 3 innings due to injury, illness or other related matters). Opposing Managers must be apprised if a player will not be playing a minimum of 3 innings. Any player who feels they are being denied a reasonable amount of playing time should contact the organizers.

6) Unlimited Substitution/Rolling Batting Order

Managers will be afforded the option of unlimited substitution on defense. However, once the batting order is set on Sunday, the batting order will rotate to begin with the person who follows the last batted out from the previous game. This rotating batting order will continue through the final regular game on Wednesday.

*However, Managers can reset the order and start at the top for each Playoff Game.

7) Courtesy/Pinch Runners

Teams can have a total of 4 Courtesy Runners per game. Opposing Managers **MUST** be informed prior to the start of each game as to which players will need a runner. There should **NOT** be more than 4 courtesy runners albeit for extenuating circumstances and approved by the opposing Manager. **ALL** runners must be the last batted out (that doesn't require a runner himself).

Also, Catchers on base with 2 outs are entitled to a courtesy runner if requested.

Home Plate Courtesy/Pinch Runners: Courtesy runners from home plate will be accommodated for unique/justifiable circumstances. Opposing Managers and Home Plate Umpires should be informed of this prior to the game. The Home Plate Umpire will position the courtesy runner in the appropriate starting location.

8.) Senior/"Colby" Rule

The "*spirit*" of this rule is intended for seniors. However, it does hold for all LOB players. If any batter gets a hit that is **cleanly** through the infield or into the outfield, he cannot be thrown out by the opposing teams Outfielder. At that point, a pinch runner may take his place. Conversely, if a batted ball carries an infielder from the infield into the outfield (via error, etc), but the play is still made successfully – the batter will be called out. This rule only applies to being thrown out at first base, not force outs at other bases.

9) Plays

No pick-offs, stealing or advancing on a wild pitch or passed ball and no balks or hidden ball tricks.

Dropped third strikes are an out. **Note:** Plays are not to be considered "over", until either "time" is called and granted, or the ball is in the Pitcher's hand around the mound.

10) Leads

Lead-offs will be 12 feet, and runners cannot begin moving until the ball is struck by the batter.

Umpires need to strictly enforce this rule and ONLY 1 warning will be given per game and per team. If a runner jumps early again, he will be called out. **Example:** Runner is on first or second base and the Batter Sacrifice bunts them to 2nd and 3rd respectively. If either of those runners left the 12-foot perimeter before contact was made on the bunt – the play does not count, and it is to be considered a no-play and a "do-over". This example would hold for a Home Run, a base hit which scored baserunners or any other play when a runner leaves the 12-foot perimeter before the batter makes contact with the pitched ball. Again, first time is a warning and "do-over" and the 2nd time is the "early" runner will be called out.

Exception: With 2 outs and a 3-2 count, forced runners only may begin to advance on the release of the pitch.

11) Interference

Sliding: The NO CONTACT Rule must be adhered to. Runners can slide but there must be no intended contact and certainly NO Intent to take a fielder out. Sliding should be for the purpose of reaching a base only. UMPIRES MUST USE CLEAR JUDGEMENT AND ENFORCE THIS RULE.

Catcher: Under NO circumstances can a Runner bowl over or run into a Catcher. Runners must be ruled automatically OUT by the umpire if that should occur. Conversely, if a Catcher blocks the plate without the Ball, the Umpire should use (again) clear judgement as to the blocking of the plate without the ball – and call the runner safe. Nevertheless, the runner cannot touch the Catcher even though he would be unable to reach the plate. At that point, the Umpire, in his discretion would rule the runner safe at home.

12) Age Requirements

Pitching:

No player under the age of 30 when your respective tournament begins can pitch. There are absolutely No EXCEPTIONS.

Only 2 players per team can pitch ages 30-39 years old. This means that throughout the tournament, you can only choose 2 players on your respective team that are allowed to pitch within that age group.

Playing Age:

If you are the relative of a player in the tournament that is Age 30 or over, you may join the team if you are turning 18 in the calendar year of the tournament.

IE: you are 17 years old and your 18th birthday is Dec 31 of that year.

You may not be part of the tournament if you are under 30 years of age and not a relative of a player over 30. This rule will be strictly enforced and there are absolutely No Exceptions.

Relatives include: fathers, sons, daughters, wives, husbands, brothers, sisters, nephews, nieces, grandchildren, cousins and stepchildren.

So again, to reiterate: Only Relatives 18 or older can register and play in Legends. No Friends can play unless they are 30 years of age or older.

13.) Weather

Regarding Rain or other inclement weather, the following rules will be in effect per each field:

Doubleday – all decisions will be made by the Doubleday Field Management

Beaver Valley – all decisions will be made by the Beaver Valley Field management. In the event that the BV management is not present, the decisions will be made by the Umpire in charge.

Milford – If the Village of Milford Officials are not available, both Managers and the Umpire Crew will make the decisions about playing before the game has begun. The Umpire in charge will make the decisions once the game has begun play.

Hit Batters Rule

-If a pitcher hits 2 batters in the same inning, they must be removed from the mound, but are able to re-enter as the pitcher in the following inning.

-If any pitcher hits 3 batters in the game, they will be removed from the mound and not allowed to pitch again in that game.

*(Pitchers removed are still eligible to play another position and remain in the lineup)

Playoff Eligibility

In order for a player to be eligible to be in the Playoffs on Thursdays:

1. If a full 8 games were played (Sunday thru Wednesday), they must have played in no less than 6 of those games
2. If only 7 games were played (Sunday thru Wednesday) they must have played in no less than 5 of those games
3. If only 6 games were played (Sunday thru Wednesday) they must have played in no less than 4 of those games
4. If only 5 games were played (Sunday thru Wednesday) they must have played in no less than 3 of those games
5. If LESS than 5 games were played (Sunday thru Wednesday) well then we have bigger problems....

*A player will be considered to have played in the game if they were active defensively, or in the lineup for 4 of 7 innings

Ejections

Legends of Baseball has Zero tolerance for disrespect of umpires and players in the tournament. It is rare that these situations occur, but if a player is ejected from a game by an Umpire, they will be unable to play in any games for the rest of that Tournament.

Further penalties may be enacted by the organizers, dependent on the circumstance.