



Cheat-Sheet

	8U	9U	10U	11U/12U	13U+
Bases	60 ft	60 ft	65 ft	75 ft	90 ft
Mound	42 ft	46 ft	46 ft	51 ft	60 ft
Number of Innings	6	6	6	6	7
Balks	NO	NO	1 warning per pitcher	YES	YES
Drop 3 rd Strike	NO	NO	YES	YES	YES
Infield Fly	NO	NO	YES	YES	YES
Leading and Stealing	No leads, 3 steals per inning	No leads, can steal after pitch crosses home	YES	YES	YES

We will follow little league rules for 8/9U and NFHS rules for 10U-18U

Game Length:

For ALL ages, there is no new inning after 1 hour and 50 minutes. The time starts from the end of the coaches meeting at home plate. After 1hr 50 minutes, no new inning may start. There is a time limit for all pool play games and playoff games. There is NO time limit on championship games.

Mercy Rule:

- 8U-12U: 15 runs after 3 innings, 10 after 4. (Teams must complete equal at-bats thru the 4th inning). Once the mercy rule is reached after four equal at-bats, the game will end and be considered complete. Example: In the top of the 5th inning the visiting team goes up by 10 runs the game is over.
- 13U-18U: 12 runs after 3 innings, 10 runs after 4 innings and 8 runs after 5. (Teams must complete equal at bats thru the 5th inning). Example: Visitors go up by ten (10) runs in top of 4th. The home team MUST BAT in the bottom of the 4th. If no runs are scored in the bottom of the 4th, the game would end. If a team goes up by 8 runs in the top or bottom of the 6th the game is over

**Cleats:**

Players CANNOT wear metal or molded cleats on Lasorda mounds, or any of our off-site complexes mounds. They must wear sneakers while pitching on mounds. Players can wear molded cleats or sneakers when playing field. At no point, can players wear metal cleats.

Bat Rules:

- 8U-9U: USA Bat Standard 2 5/8 barrel maximum OR 1.15 BPF 2 1/4 barrel maximum
- 10U-12U: Any bat with USA or 1.15 BPF Certification
- 13U-15U: Wood or Metal BBCOR Certified -3 bats are mandatory
- 16U-18U: ONLY WOOD BATS must be used. (No Composite Bats are allowed unless listed below)

Effective 4/18/24:

Lasorda Legacy Park has suspended the usage of the **Easton Hype Fire -5** during all tournaments and leagues while more information is gathered on the bat. Player safety is our No. 1 priority in line with our Kids First philosophy. Players may not use the Easton Hype Fire -5 while this suspension is in place. The Easton Hype Fire -8, -10, and -12 bats CAN still be used at Lasorda Legacy Park events depending on the age group. Teams must still follow our regular bat rules.



8U/9U Specific Rules

8U/9U will follow Little League Rules with the Following Exceptions:

8U and 9U divisions there will be **NO HEAD FIRST SLIDING**, unless it's back to a base. Each team will be given one (1) warning per game for head first sliding. If ANY member of a team slides head first after the team's warning, that player will be called out, the ball will become dead and all runners will return to their bases occupied at the time of the violation.

- Runners **MUST SLIDE** when a play is being made on them at **HOME PLATE**. **NOTE:** Runner will be called out and all runners will return to their bases occupied at the time of the violation.

LEADING AND STEALING – Stealing is allowed, however, the ball must cross home plate before the runner(s) can steal. **NOTE:** In 8U, teams are only allowed three (3) steals per inning. Runners advancing on a passed ball will be considered a stolen base.

9U Stealing: Stealing is allowed, however the ball must cross home plate before runner(s) can steal. There is no limit on the number of steals per inning in 9U.

Stealing Home: Players CANNOT steal home in 8U or advance home on a passed ball/wild pitch. Players must score on a ball in play, or a walk/hit by pitch.

9U can steal home!

8U OUTFIELDERS – Four (4) outfielders are permitted. No short center fielder is allowed.

8U RUNS PER INNING – A maximum of five (5) runs per inning are allowed, except for the last inning, where that inning has unlimited runs. The declaration of the last inning must be done before the away team bats. Once that inning is declared as the final inning, that decision will be final. In any inning where the run rule is met and there is still a play in progress the cap is still five (5) runs but the play should continue till its end. The additional runs will not count.

8U ENDING OF PLAY – A play is considered dead when the pitcher is in the vicinity of the mound and has possession of the ball. This is strictly an umpire's judgment call.

BUNTING – Bunting is allowed in the 9U division ONLY. There is NO bunting allowed in 8U.

SLASH BUNT / BUTCHER BOY PLAY – ILLEGAL in 8U and 9U Divisions. If a batter fake bunts and pulls his/her bat to swing, that batter will be called out and play will be immediately dead with no runners advancing.

DROPPED THIRD STRIKE – The dropped 3rd strike rule IS NOT in effect for 8U and 9U.

BAT RESTRICTIONS

- USABat Standard – 2 5/8" barrel maximum



- 1.15 BPF – 2 1/4" barrel maximum

9U DIMENSIONS – 9U divisions play 60 foot bases and 46 foot mound

8U MOUND DIMENSIONS – 8U divisions play 60 foot bases and 42 foot mound.

INTENTIONAL WALK – There are NO intentional walks in 8U and 9U.

INFIELD FLY RULE – There is NO infield fly rule in 8U and 9U.

BALKS – There will be NO balk calls in 8U and 9U.



Tournament Rules (All Ages)

Lasorda Legacy Park will use NFHS Rules for 10U-18U with the following exceptions:

NO ALCOHOL, TOBACCO, SUNFLOWER SEEDS OR CHEWING GUM – No alcohol, tobacco products (of any kind), sunflower seeds or chewing gum products will be permitted at Lasorda Legacy Park or any of our off-site facilities. Failure to comply with this regulation will result in an automatic ejection from the game.

NUMBER OF PLAYERS – The roster limit for Lasorda Legacy Park Tournaments cannot exceed 18 players, except those that are specifically stated in our tournament details. **NOTE:** Rosters are locked after each team plays one (1) pool play game. No roster additions will be allowed unless authorized by LLP management. Penalty is forfeit of game played.

HOME/VISITING TEAM – In tournament pool play, home and visitor will always be decided by a coin flip. During playoffs and Championship rounds the higher seed will always be the home team.

DUGOUT RULE – Only 3 coaches and 1 manager will be permitted in each dugout. No parents, scorekeepers, children or batboy/batgirl will be allowed in dugouts at any time. All coaches also must be listed on the roster/waiver form as well. Failure to comply with this rule will result in being removed from the dug-out and field of play.

FOUL BALLS – Multiple games are played at the same time during the tournament. We ask for all players, coaches, parents & spectators to be aware of foul balls at all times. We would also ask to please return all foul balls to their proper fields.

EJECTIONS / SUSPENSIONS – Any player, coach, parent or spectator that is ejected from a game must leave the vicinity of the fields and will be subject to a further suspension by the LLP Tournament Committee. **The Tournament Committee reserves the right to remove/eject any person from the facility and/or its off-site locations for unsportsmanlike behavior. Play of the game will cease until coach, parent or spectator has left the vicinity. A coach that is ejected from the game is automatically suspended for the next game (even if it carries into the next day.)** If they don't cooperate their team will forfeit the game. An ejection could carry additional game suspensions as well. Any player, coach, parent or spectator that is ejected for the second time, during the same tournament, will be eliminated for the remainder of the tournament. **NOTE:** Only the Head Coach of the team may question the umpire. Assistant Coaches will be subject to ejection when not following this rule.

TIE BREAKERS

- In pool play games if the score is tied at the completion of 6 innings (10U-12U) or 7 innings (13U-18U) the game will end in a tie. **THERE ARE NO EXTRA INNINGS IN POOL PLAY**

The following system will be used for advancing and seeding out of pool play:

1. We use a Traditional Scoring System for tournament play. Teams will receive:



- 3 Points for a Win
 - 1 Point for a Tie
 - 0 Points for a loss
2. If 2 teams are tied – Head to Head Winner. If there was no Head to Head move to #3.
 3. Total runs allowed in pool play to determine pool winner, second place and third place. This will also determine wild card winners if records are tied. (We will not go back to head to head after first team in is decided.)
 4. If still tied – Total runs scored in pool play
 5. If still tied – Lowest single games run allowed (For example – If the lowest amount of runs in a game Team A gave up was 1 and the lowest amount of runs in a game Team B gave up was 3, Team A would advance)
 6. If still tied – Highest single game runs scored (For example – If the highest amount of runs in a game Team A scored was 6, and the highest amount of runs Team B scored was 9, Team B would advance)
 7. If still tied – coin flip
- **If 3 teams are tied, head-to-head winner no longer matters because all 3 teams have not played each other. It would automatically move to Tiebreaker #3**

Last Inning: If the home team is batting (and leading in the game) and the game is ended due to time limit and the home team did not have a chance to complete it's at-bat, the score is NOT reverted back to the last inning. The game will end with the current score as is.

BASEBALLS – During tournament play, Lasorda Legacy Park will provide game balls for poolplay and playoffs. Balls are to be returned to the umpire following the completion of each game. **NOTE:** Each team will designate a coach for the retrieval of all balls hit out of play on their side of the playing field.

Coaches/ Players Dress Code/Helmet Rule– Coaches are not required to wear uniforms during tournament play. Coaches must be dressed appropriately while on the field of play or indugouts. Coaches must wear clothing that distinguishes them from other parents and spectators. Coaches that fail to comply with this policy will be restricted from the dugout area. Players are all expected to be in matching uniforms with uniform numbers. Players who do not have a matching jersey with number will not be permitted to participate, unless authorized by the tournament committee, or tournament director.

NOTE: Players or Coaches **ARE NOT PERMITTED** to stand outside the dugout.

LINEUPS (ALL DIVISIONS)

Team managers may use the following options when choosing lineups. The team manager/representative is required to inform the umpires and the other teams head coach or team representative at the pre-game plate conference on how they intend on batting their players.

1. A team may use a nine (9) player lineup



2. A team may use a nine (9) player lineup with the option of batting a designated hitter (DH). The DH may bat for anyone in the lineup and will be considered a starter for re-entry purposes.
3. A team may use a ten (10) player lineup, with the 10th batter being utilized as an extra-hitter (EH). The EH may change position and/or rotate from EH to the field at the coach's discretion. A DH can still be used when batting a 10-player lineup.
4. A team may use an eleven (11) player line-up with the 10th & 11th batters being utilized as extra hitters (EHs). EHs may change positions and/or rotate from EH to the field at the coach's discretion. A DH may also be used.
5. **An EH may bat anywhere in the lineup.**
6. When using a 10 or 11-player lineup a DH is still allowed.
7. A team may choose to bat their entire lineup
8. Any player on the bench **MUST** be on the lineup card and official roster.

Comments: Lineups **MUST** be given to the home plate umpire before each game. Once lineups are exchanged, they will be official throughout the game. If any player in that said lineup gets injured, ejected or removed from the game for any other reason, and no legal substitute is available, an out will be recorded each time that position in the batting order is reached. There are **NO EXCEPTIONS** to this rule.

Blood/Bodily Fluid Rule: A player or coach who is bleeding or who has an open wound shall be prohibited from participating further in the game until appropriate treatment has been administered. If medical care or treatment can be administered in a reasonable amount of time, the individual would not have to leave the game. The length of time that is considered reasonable is umpire judgement. The re-entry rule applies to starters. If there is an excessive amount of blood or bodily fluid on the uniform, it shall be changed before the individual participates again.

LINEUP CARDS – Each team must provide their own lineup cards. A copy **MUST** be given to the opposing team. If a legal player who is listed on the team's roster is left off the lineup card by mistake the player is still eligible to be placed on the lineup card **BEFORE FIRST PITCH**. If a pitch is thrown the player is ineligible for that game.

STARTING GAMES – Teams may start a game with 8 players. In this situation the 9th batter in the lineup will be counted as an out. If the 9th player joins the team he/she may be added to the empty spot in the batting order at any time. An out will only be recorded if the 9th player's spot is due up for an at-bat. If a team begins the game with 9 players and 1 player is ejected the team may continue but must take an out in that batter's place in the order. If an injury occurs and a team is left with only 8 players, an out will also be recorded. **NOTE:** Once a game is started, any additions that are made are considered a substitution. All teams are required to check in with the tournament director 30 minutes prior to the game. BBH has the right to begin games early if it allows. Teams are required to be ready for play at their respected field 15 minutes prior to their start time.

FORFEITS – If a team does not have the required number of players (8) to start a game, the team will be given 15 extra minutes to have the required number of players ready to start. If the



the required number of players for that particular game, the game will be considered a forfeit, and a 7-0 score will be recorded to the winning team. The tournament director may give the team additional time for special circumstances.

COURTESY RUNNER – A team may choose to use a courtesy runner for the pitcher and catcher only at any time. The courtesy runner must be the last batted out. Available substitutes may not be used as a courtesy runner, unless officially entering the game as a substitute. If an illegal courtesy runner is used and a pitch or play occurs, that runner will be deemed legal at that point.

OFFICIAL SCOREBOOK – Each team is required to keep a scorebook for every game. If a situation occurs when a tiebreaker requires the use of the team's scorebook and a team fails to provide an accurate scorebook, that scorebook will be deemed unacceptable.

RE-ENTRY RULE – Starters may re-enter the batting order once after being removed from the game and **MUST** re-enter in the same lineup position. **NOTE:** Once a starting pitcher is removed from the lineup, **even by an EH**, that starting pitcher may only re-enter to any other position other than pitcher during the game and must return to the original lineup spot. **MLB Rule 3.03 Comment:** A pitcher may change to another position only once during the same inning while on defense; e.g. the pitcher will not be allowed to assume a position other than a pitcher more than once in the same inning. Once a pitcher is removed from the game as a pitcher (**even by an EH**) he/she may not return to the pitcher's position at any point throughout the rest of the game. **Substitutes will not be available for re-entry.**

PITCHERS – Pitchers do NOT have to have both feet in line with the pitching plate

MERCY RULE

- **8U-12U:** 15 runs after 3 innings, 10 after 4. (Teams must complete equal at-bats before the 4th inning). Once the mercy rule is reached after four equal at-bats, the game will end and be considered complete. **Example:** In the top of the 5th inning the visiting team goes up by 10 runs the game is over.
- **13U-18U:** 12 runs after 3 innings, 10 runs after 4 innings and 8 runs after 5. (Teams must complete equal at bats before the 5th inning). **Example:** Visitors go up by ten (10) runs in top of 4th. The home team **MUST BAT** in the bottom of the 4th. If no runs are scored in the bottom of the 4th, the game would end. If a team goes up by 8 runs in the top or bottom of the 6th the game is over.



NOTE: Once the mercy rule is reached after five equal at-bats, the game will end and be considered complete.

AVOIDING CONTACT / SLIDING RULE – NFHS slide rule will be STRICTLY ENFORCED. The base runner must slide or avoid contact at a base when a play is being made on him. He cannot interfere with a fielder making a play. His slide must be on a direct line between the bases. On the violation, the ball is dead, and the runner and the batter-runner are out. If an umpire decides a player's approach to a base or home plate is malicious, the base runner may be ejected from the game. **NOTE:** This is an umpire's judgment call. Because it is a judgment call it cannot be argued or protested.

Headfirst Slide: Head first sliding INTO a base is legal for all ages 10U-18U

TIME LIMITS

- ALL POOL PLAY GAMES (IN ALL DIVISIONS) WILL HAVE A TIME LIMIT OF 1 HOUR & 50 MINUTES.
- Once the ground rules and lineup exchange are completed, the umpire will announce the start time after the pregame conference is complete. No inning may start after the time limit elapses, or six innings (10U-12U) or seven innings (13U-18U) are completed.

Comments: The official time will be kept on the field by the umpires. There will be **NO EXCEPTIONS** to this rule. **NOTE:** The LLP tournament committee reserves the right to change the game time limits when weather or special circumstances warrant. This includes playoff and championship games as well.

PLAYOFF TIME LIMITS – Time limits will be enforced in all playoff games.

- **CHAMPIONSHIPS:** All championship games will not have a time limit, however, once teams play 6 innings (8U-12U) or 7 innings (13U-18U) they will play 1 inning of regular rules, before turning to the playoff tie breaker (listed below)

PLAYOFF TIE BREAKER – During playoff games only, if the time limit is reached and both teams are tied the following tie breaker rules will go into effect:

1. The last 3 hitters from the previous inning will load the bases. The runners will be placed as follows:



- Last hitter from the previous inning at 1st base
 - Hitter before him in the lineup at 2nd base
 - Hitter before that in the lineup at 3rd base
2. Normal substitution rules apply to these runners.
 3. The hitting team will start the inning with 1 out.
 4. Play will continue like this until one team is ahead at the end of an inning.
- This rule will go in effect in **ALL** Championship Games after 8 innings in 13U-18U and after 7 innings in 8U-12U

NOTE: Mercy rules will still be in effect for all playoff and championship games.

BETWEEN INNINGS – Players are expected to hustle on and off the field at all times. Pitchers are permitted to throw 8 warmup pitches in their first inning of work and 5 in each inning thereafter. If a catcher is putting his gear on it is expected that another player (wearing mask) will warmup the pitcher. Coaches are also permitted to warm up the pitcher. It is not mandatory that coaches wear a mask for warmups. Pitchers that enter the game due to an injury will receive unlimited warmup pitches.

INTENTIONAL DELAYS – Intentionally delaying a game is unsportsmanlike and will not be tolerated at Lasorda Legacy Park. The umpire as well as the tournament coordinator reserves the right to eject players and/or coaches due to intentional delay. In extreme cases, BBH staff reserves the right to declare a forfeit to the responsible team.

ON-DECK BATTER – All on-deck batters must stay in their team's designated on-deck location inside the fenced-in area. No on-deck batters will be permitted on the field of play.

JEWELRY – For safety reasons, players are not permitted to wear jewelry during the games. Medical alert jewelry and religious jewelry will be an exception to this rule.

OFFICIAL REGULATION GAME PROCEDURES – 10U-12U will play six (6) innings and 13U-18U will play seven (7) innings. If a game is called early, it is an official game when three (3) innings have been completed or the visiting team has completed three (3) at-bat innings and the home team is ahead (ALL DIVISIONS). **NOTE:** When conditions warrant and an inning does not complete, the score will revert back to the previous inning.



SUSPENDED GAMES – If a started tournament (if not official), playoff or championship game is suspended (for any reason) the game must be replayed from its point of interruption (if time and weather permit). **NOTE:** If a suspended game **DOES NOT** complete one (1) full inning, that particular game will be re-played in its entirety. The tournament committee will make all decisions on all suspended games.

PITCHING RESTRICTIONS – Lasorda Legacy Park does not enforce any pitching restrictions for tournament play. **NOTE:** The 3rd to 1st move by a pitcher is LEGAL.

In the windup position, a pitcher is permitted to have his "free" foot on the rubber, in front of the rubber, behind the rubber, or off to the side of the rubber.

TRIPS TO MOUND –The pitcher must be replaced on the 2nd trip to the mound (to the same pitcher) in that particular inning. **NOTE:** Once a starting pitcher is removed from the lineup, **even by an EH**, that starting pitcher may only re-enter to any other position other than pitcher during the game and must return to the original lineup spot.

BAT RESTRICTIONS

- **10U-12U:** Any bat with USA or 1.15 BPF Certification
- **13U-15U:** Wood or Metal BBCOR Certified -3 bats are mandatory
- **16U-18U:** ONLY WOOD BATS must be used. (No Composite Bats are allowed unless listed below)



- In all **WOOD BAT** tournaments, teams must use wood (Maple, Ash or Birch).
- **The following Composite Bats are legal effective January 1, 2021**
- **Legal Baum Bats**
 -
 - AAA Pro Maple Baum Bat (Gold & White editions)
 - AAA Pro Ash Baum Bat (Gold & White editions)

DIMENSIONS

- **10U:** 65 foot bases and 46 foot mound(with leading and balks)
- **11U-12U:** 75 foot bases and 51 foot mound
- **13U-18U:** 90 foot bases and 60 foot, 6 inch mound

INTENTIONAL WALK – In all ages, the coach can call for an intentional walk. When an intentional walk is requested, the ball will become dead immediately.

SLASH BUNT / BUTCHER BOY PLAY – ILLEGAL in 10U, 11U and 12U Divisions. If a batter fakebunts and pulls his/her bat to swing and makes an attempt to swing, that batter will be called out and play will be immediately dead with no runners advancing.

INFIELD FLY RULE – The infield fly rule will be in effect for ages 10u and up.

BALKS – In the 10u division (65 foot bases) one balk warning per pitcher will be given. For 10u, if a balk warning is called, the ball will become dead immediately and all runners will return to the base occupied at the time of the balk warning. In all other divisions, balks will be called with no warnings given.

For 13U-18U, Per NFHS rules, the play is immediately dead when a balk is called.

INTENTIONAL FORFEITS – Forfeits will be handled on a case-by-case basis but will always be marked as a 7-0 score. Intentional forfeits are grounds for team suspensions from future LLPevents. Please keep in mind that teams are paying to play their games, not to take forfeits. Forfeits jeopardize the integrity of the facility, as well as the team that is forfeiting. In the event that an intentional forfeit plays a role in playoff seeding or playoff entry the Tournament Director reserves a right to make judgment on which team advances.

In the event any item is not covered in the rules, the tournament committee will make the final decision. Lasorda Legacy Park reserves the right to amend any rule at any point



of a particular tournament in order to provide better service for our customers and players.



WEATHER POLICY

All information regarding weather related delays will be available on the LasordaLegacyPark.com homepage. Each team will be required to give a valid mobile phone number and email address, which should be filled out on our online roster link.

There are times when weather becomes a factor during a tournament. Lasorda Legacy Park will try to adhere to the original schedule to the fullest extent possible. If the schedule needs to be adjusted or changed, Lasorda Legacy Park will attempt to maintain the original tournament schedule format. However, there may be times when game times may be shortened or not played due to inclement weather. By signing up for a League or Tournament, you understand and agree to the factors weather may play into the scheduling.

In case of any scheduling changes, it is the team's responsibility, not Lasorda Legacy Park or the tournament committee, to make sure the team is aware of the new schedule or any schedule changes. All information will be posted online at LasordaLegacyPark.com.

LIGHTNING RULE

As soon as lightning is visible ALL GAMES must be stopped. Play may continue after a 20-minute wait. **NOTE:** Once one game is stopped, due to weather related incidents at Lasorda Legacy Park or its offsite locations, all fields are to suspend playing action. Any decisions made by the umpires and/or tournament committee will be final.



TOURNAMENT POLICIES

Lasorda Legacy Park facility gates will open 90 minutes prior to the first scheduled game and off-site locations (if applicable) will open 1 hour prior to the first scheduled game.

Tournament Coordinator

A tournament coordinator will be on site at all times. The tournament coordinator is responsible for interpreting facility rules as well as making decisions regarding the weather before the game has begun. All decisions made by coordinators are final. **NOTE:** When the coin-flip is completed with the coaches and umpires, the umpires will be officially in charge of the playing field and from that moment they shall have sole authority to determine when a game shall be suspended on account of weather or the condition of the playing field. The Umpires and Tournament Coordinator will work together in resuming play. All decisions made by the umpires and Tournament Coordinator will be FINAL.

TOURNAMENT ADMISSION FEE

- Individual gate fees will no longer be collected for each person. Team Gate Fees will save families money and time when entering the facility.

Lasorda Legacy Park is a CASHLESS facility. All major credit cards (Visa, Mastercard, American Express, Discover) are accepted along with Apple Pay, Tap and debit cards.

ROSTERS & WAIVERS

Rosters and waivers must be submitted at least 10 days prior to the beginning of the event through our online roster form. Click [HERE](#) to enter your online roster. Players may only be on one roster per age division and may not change teams in the same age division during the course of the tournament. Click [HERE](#) to download our Waiver forms. Rosters and waivers will be checked and finalized seven (7) days prior to the tournament's start. No player may be added to the roster once the tournament has begun, unless it's approved by LLP Tournament Committee. **NOTE:** Teams that do not submit an online roster will be subject to a forfeit.



BIRTH CERTIFICATES / VALIDAGE SPORTS ID CARDS

Birth certificates or Validage Sports ID Cards do not have to be submitted to LLP, however coaches MUST HAVE copies of all players birth certificates on hand at all tournament games. Any issues regarding a player's age MUST BE addressed by a coach prior to or during a tournament game. Questioning a player's age following the completion of a game is NOT an acceptable form of protest. Teams are subject to random birth certificate or Validage Sports IDCard checks by LLP. All birth certificates or Validage Sports ID Cards must be made available onrequest. NOTE: Any team violating this rule will automatically receive a forfeit for such game and any other game (said player) had played in previously. The violating team will also be subject to any other disciplinary actions taken by the LLP Rules Committee.

TEAM INSURANCE

Each team is required to have proof of insurance with them at all times. Proof must also be provided to Lasorda Legacy Park prior to the tournament. The insurance certificate must have no less than \$2,000,000 General Aggregate and \$1,000,000 Each Occurrence. Insurance certificate must have "Lasorda Legacy Park" listed as the certificate holder and additionally insured.

Proof of insurance can also be uploaded on our online roster submission form, be faxed, emailed or mailed to LLP a minimum of 10 days prior to the event. It can also be attached when you are completing the online roster form.



Protests

There will be a **\$300 fee** for all protests. No protests shall ever be permitted on judgment decisions by the umpire. Whenever a manager protests a game because of alleged misapplication of the rules, the protest will not be recognized unless the umpires are notified at the time the play under protest occurs and before the next pitch, play, or attempted play. Play may not resume until the protest is resolved. If play continues, there can be no protest.

If the protest involves the use of an illegal player, the team manager is to inform the umpire of the protest, have the umpire sign the book at the time of the protest and inform the tournament coordinator of such actions. The tournament committee will be responsible for interpreting facility and roster rules. In all protests, the decision of the Lasorda Legacy Park Tournament Committee will be final.

NOTE: A protest arising on a game-ending play, or involving the use of an illegal player, **MUST** be filed before the umpires leave the field of play after a game's completion.

PARK POLICIES

NO Sunflower Seeds

- NO Smoking
- NO Alcohol
- NO Tobacco Use
- NO Pets
- NO Hoverboards
- NO Outside Coolers
- NO Heating or Cooling Units of any kind
- Lasorda Legacy Park is not responsible for any lost items at the facility or off-site fields.

CASHLESS FACILITY

Lasorda Legacy Park is a CASHLESS facility. All major credit cards (Visa, Mastercard, American Express, Discover) are accepted along with Apple Pay, Tap and debit cards. Cash will not be accepted.

PARKING

Parking is free at Lasorda Legacy Park events with plenty of space available and direct access to the facility. If additional parking is needed, there will be signs and people to help direct you to the parking destination. Please do not double park or park in unmarked spots. If this situation arises you will be



subject to towing at the owner's expense.

COOLERS

Only hand-held coolers will be allowed within the gates of Lasorda Legacy Park. Concession stands as well as the Baseball Café are available during tournament play. One (1) team cooler is allowed in the dugout.

FIRST AID & AED

First aid equipment and AEDs are on site for all events



BANNED BATS

The following 2017 DeMarini bats did not meet the 1.15 BPF standard and are banned from Lasorda Legacy Park events. Bats that have been retooled by DeMarini will be allowed, but they **MUST** have the high-visibility orange end cap, new approval marking and new model code: CBZR-17 or CBRR-17.

WTDXCBR 2129-17	2017 CF Zen Balanced 2 5/8"(-8) – 29"/21 oz
WTDXCBR 2230-17	2017 CF Zen Balanced 2 5/8"(-8) – 30"/22 oz
WTDXCBR 2331-17	2017 CF Zen Balanced 2 5/8"(-8) – 31"/23 oz
WTDXCBR 2432-17	2017 CF Zen Balanced 2 5/8"(-8) – 32"/24 oz
WTDXCBZ 1828-17	2017 CF Zen SL 2 3/4"(-10) – 28"/18 oz
WTDXCBZ 1929-17	2017 CF Zen SL 2 3/4"(-10) – 29"/19 oz
WTDXCBZ 2030-17	2017 CF Zen SL 2 3/4"(-10) – 30"/20 oz
WTDXCBZ 2131-17	2017 CF Zen SL 2 3/4"(-10) – 31"/21 oz
WTDXCBZ 2232-17	2017 CF Zen SL 2 3/4" (-10) – 32" /22 oz
1929-17F1	2017 CF Zen Zero Dark 2 3/4"(-10) – 29"/19 oz
WTDXCBZ 2030-17F1	2017 CF Zen Zero Dark 2 3/4"(-10) – 30"/20 oz
WTDCCBZ17V	Custom 2017 CF Zen 2 3/4"(-10)
WTDCCBR17V	Custom 2017 CF Zen Balanced (-8)

Effective 4/18/24:

Lasorda Legacy Park has suspended the usage of the **Easton Hype Fire -5** during all tournaments and leagues while more information is gathered on the bat. Player safety is our No. 1 priority in line with our Kids First philosophy. Players may not use the Easton Hype Fire -5 while this suspension is in place. The Easton Hype Fire -8, -10, and -12 bats CAN still be used at Lasorda Legacy Park events.

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