

2026
AMERICAN LEGION BASEBALL
NORTHWEST
CLASS "A" REGIONAL TOURNAMENT
Casper, Wyoming
August 6th-10th

American Legion Baseball Code of sportsmanship

I will

Keep the rules.....Keep a stout heart in defeat
Keep faith with my teammates.....Keep my pride under in victory
Keep my temperKeep a sound soul, a clean mind
Keep myself fit and a healthy body

BASEBALL RULES

1. The Official baseball Rules of Major League Baseball, shall govern all games as published except as noted in this publication.

CONDUCT

1. Managers, coaches, player/s or person/s who in the opinion of the regional chairman or his representative, conduct themselves in an ungentlemanly or unsportsmanlike manner that would reflect discredit to this program may be disbarred by the Committee. The Committee's decision will be final.
2. **Heckling** No player, coach, manager, or party associated with an American Legion Baseball team shall abuse, heckle, or make any uncomplimentary remarks or gestures to any opposing players; team, officials, umpires or patron/s. An individual violating this regulation shall be ejected immediately from the game.

3. **Sportsmanship.** Any player, coach/manager or other party accompanying a team will be suspended for the remainder of the game from the time of rule infraction if they:
 - a. Use profane language
 - b. Make any unnecessary or obscene gestures in protesting an umpire's decision (Only team manager or coaches may ask for a clarification of a rule: they may Never argue).
 - c. Throw bats or other equipment.
 - d. Make unnecessary or obscene gestures to fans of opposing players
 - e. Resort to unnecessary roughness on the playing field
4. Any player, coach, or manager ejected by an umpire must leave the ball park.
5. Any player, coach, or manager suspended from a tournament game by an umpire for unsportsmanlike conduct is suspended for the balance of the tournament unless reinstated by the Regional Tournament Director. The Directors decision will be final

CONDUCT OFF-FIELD

1. Teams are recommended to use "**RELEASE OF SATISFACTION**" **Form 11** to release any liabilities at the motel in which they are lodging.
2. Curfew will be 11:00P.M. unless the teams are involved in a late game. In which they will have (1 ½) hours after the end of the game. A player missing curfew may, at the discretion of the Tournament Director, be sent home. Players must be accounted for at all times. Any player not with the team or who must leave the immediate area must obtain permission from their coach.
3. Coaches/Managers will supply the Tournament Director with location of the motel they are staying in and the phone number of the motel. They will also supply the tournament Director with a detailed listing of the rooms and which players will be in what room.

ALCOHOL, DRUGS, TOBACCO AND FELONIES

1. Use of alcohol, drugs, or tobacco by any player, Manager, Coach, or Umpire while on the playing field, benches, in bullpen or dugouts is prohibited. Anyone violating this rule will be ejected from the game.
2. Known felons shall be examined on an individual basis. Managers are to seek advice from the Court that administered the individual case. Appropriate action shall be based upon that advice.

CONDUCT BY SPECTATORS OR FANS

1. A spectator or fan that conducts themselves in an ungentlemanly or unsportsmanlike manner, in the opinion of the umpire or official in charge that would reflect discredit to the American Legion Baseball program or The American Legion, shall be removed from the ball park.
2. Aerosol Air Horns and other mechanical noise-makers are prohibited. A spectator or fan will be asked not to use them. A second warning will cause those spectators or fans to be removed from the stands.

DESIGNATED HITTER

1. All National Tournaments shall utilize the **Official Rules of Major League Baseball** as published by **Sporting New 6.10 DH for pitcher only.**

BAT RULE

1. Wood, metal, ceramic, composite, or graphite bats may be used. Wooden bats comprised of laminate or composite wood may be used. The bat must not exceed 42 inches in length and 2 ³/₄ inches in diameter.
2. Any non-wood bat must have the BBCOR certification code marked on the barrel of the bat. Player found using an illegal bat will be immediately called out and the team coach or manager shall be ejected from the game.
3. Umpires will check before each game bats & helmets

FORCE-PLAY SLIDE RULE

The intent of the force-play slide rule is to ensure the safety of the Defensive player. This is a safety rule, as well as an interference rule. The rule pertains to forced-play situation regardless of the number of outs.

1. On a force play at any base, including home plate, the runner must slide on the ground and in a direct line between the two bases. This is a legal slide even if contact is made with the fielder.
 - a. On the ground can be either a head-first slide or a slide with one leg and buttock on the ground.

- b. Directly into the base means the runner's entire body (feet, legs, trunk, and arms) must stay in a straight line between the bases. (A runner need not slide directly into a base as long as the individual slides or runs in a direction away from the fielder to avoid making contact or altering the play of the defensive player.)
2. Contact is allowed if the runner:
- a. Makes a legal slide directly to the base
 - b. Is on the ground at the time of contact and the fielder moves directly down the line between the two bases to attempt a play,
 - b. interference shall **not** be called
3. It is an illegal slide if:
- a. The runner slides or runs out of the base line in the direction of the fielder.
 - b. The runner uses a rolling, cross-body or pop-up slide into the fielder. (A pop-up slide is a legal slide as long as the runner does not make contact with, or alter the play of the fielder).
 - c. The runner's raised leg is higher than the fielder's knee when in a standing position.
 - d. The runner goes beyond the base and makes contact with or alters the play of the fielder. (Beyond the base refers to any part of the offensive player's body that makes contact with or alters the play of the fielder beyond the base.
 - e. The runner slashes or kicks the fielder with either leg or
 - f. The slide is flagrant. (If the runner slide is flagrant, the individual shall be ejected from the game.)
4. If the runner, on a force play, makes an illegal slide at any base, including home plate, interference shall be called.

PENALTY: With less than two outs, they shall declare the batter-runner, as well as the interfering runner, out and no other runner/s shall advance. With two outs, the interfering runner shall be declared out and no other runner/s shall advance.

COLLISION RULE

The American Legion National Baseball Subcommittee is concerned about unnecessary and violent collision with the catcher at home plate and with the infielders at all bases. The intent of this rule is to encourage base runners and defensive players to avoid collision whenever possible.

1. When there is a collision between a runner and a fielder who clearly is in possession of the ball, the umpire shall judge.
 - a. Whether the collision by the runner was avoidable (could the runner have reached the base without colliding) or unavoidable (the runner's path to the base was blocked)
 - b. Whether the runner actually was attempting to reach the base (plate) or attempting to dislodge the ball from the fielder.

PENALTY: If the runner, (a) could have avoided the collision and reached the base or (b) attempted to dislodge the ball, the runner shall be declared out even if the fielder loses possession of the ball. The ball is dead and all other base runner shall return to the last base touched at the time of the interference.

RULING 1: If the fielder blocks the path of the base runner to the base (plate), the runner may make contact, slide into, or collide with a fielder as long as the runner is making a legitimate attempt to reach the base or plate.

RULING 2: If the collision by the runner was flagrant the runner shall be declared out and ejected from the contest. The ball shall be declared dead

2. If the defensive player blocks the base (plate) or base line **clearly without the ball**, or is not in the immediate act of catching the ball, obstruction shall be called. The runner is safe and a **delayed dead ball** shall be called

RULING 1: If the runner collides flagrantly, he shall be declared safe on the obstruction, but will be ejected from the contest. The ball is dead

MALICIOUS CONTACT

THE NATIONAL BASEBALL SUBCOMMITTEE is concerned that some coaches may not have explained to their players that malicious contact is illegal. The majority of intentional collisions occur at home plate where the catcher is blocking the plate. Runners should be instructed to slide directly to the plate, or away from the catcher, or to avoid making contact with the catcher especially when the defender is in possession of the ball. Any player who, in the judgment of the umpire, maliciously runs into another player is automatically ejected and is declared out. Our umpires have been instructed that if there is any intentional and excessive force, or if there is any intent to injure another player, the offending player shall be ejected from the game. Malicious contact penalty will be enforced whether committed by an offensive or defensive player.

BATTER'S BOX RULE

This rule is designed to speed up play by controlling the actions of the batter between pitchers:

1. The batter must keep at least one foot in the box throughout the time at bat.

EXCEPTION-A batter may leave the batter's box but not the dirt area surrounding home plate when;

- a. The batter swings at a pitch.
- b. The batter is forced out of the box by the pitch.
- c. The pitcher calls time out.
- d. The pitcher leaves the dirt area of the pitching mound after receiving the ball
- e. The pitcher throws to a base during a pick-off attempt.
- f. An appeal is made to any base.
- g. The batter request and is granted time.

2. PENALTY for

- a. If the batter intentionally leaves the batter's box, and none of these applies, the plate umpire shall award a strike. The pitcher shall not pitch but the ball is live (e.g., a pick-off attempt).

3. The batter may leave the batter's box and the dirt area when time is granted for the purpose of:

- a. Making a substitution
- b. A defensive timeout or conference
- c. An offensive conference.

4. If the batter refuses to take a position in the batter's box during the time at bat, the umpire shall award a strike. The pitcher shall not pitch, but the ball is alive.

NOTE: Umpires shall encourage the on-deck hitter to get into the batter's box quickly after previous batter reaches base or is retired.

PITCHING RULE

- 1. No player may pitch more than a total of 105 pitches per day. A pitcher will be allowed to finish a batter if he reaches or exceeds the maximum limit during an at-bat, but must exit the position after the hitter. No player may**

enter the game as a pitcher unless having fulfilled the required rest days as mandated below. NO PLAYER MAY MAKE MORE THAN TWO (2) APPEARANCES AS A PITCHER DURING ANY CONSECUTIVE THREE (3)-DAY PERIOD.

PITCH COUNT	Daily Max	Required Rest				
	105	1-30	31-45	46-60	61-80	81-105
DAYS REST	0	1	2	3	4	

PENALTY: Game shall be forfeited if a protest is filed with the umpire in chief before the last out of the game.

2. Teams shall be responsible for keeping accurate pitching records.
3. Any pitcher may be relieved from the pitching position and remain in the game at another position. However, a pitcher will be automatically removed when a coach makes two trips to the mound in the same inning, and that pitcher cannot return as a pitcher in that game.

PENALTY: Forfeiture of game if a protest is filed with Umpire-in Chief before the last out of the game.

- a. The pitcher may be allowed to remain in the game in any other position.
4. A defensive coach or manager that is out of the dugout, without permission from the umpire, can be charged with a visit to the pitcher, after being warned to remain in the dugout previously. This penalty is the sole judgment of the umpire, if he considers this may be reasonable for the control of the game.
5. The National Americanism Division may prescribe such rules for playing on any National tournament as it considers being necessary
6. .The Baseball Committee may prescribe such rules for playing Regional Tournament as it considers being necessary.

AUTHORIZED MEMBERS ON PLAYING FIELD

1. Only players, (**Maximum of 18 and Minimum of 12 on Roster**) managers or coaches who are registered on the National Form 1, are permitted on the coaching lines. They must be in **ALIKE** uniforms
2. Team members **NOT** actively engaged in the game, shall remain inside the dugout or bull pen.

UNIFORMS

1. Players, Managers and Coaches must be in ALIKE uniforms. (Bat person must have alike uniforms. Base coaches are required to wear a standard batting helmet, with or without earflaps (safety rule: ejection for non-compliance after one warning).
2. The American Legion Baseball Insignia must be worn on the left sleeve or left chest of the uniform shirt.
3. The front of the uniform shirt may carry lettering that identifies the post, department, town, city, community, or sponsor which the team represents. Sponsors and lettering must be acceptable to the Committee.
4. The back of each player's uniform shirt must display a number at least six inches tall.
5. Only players and coaches in uniform are permitted on the playing field and in the dugout. Scorekeepers or Trainers may be permitted in the dugout without uniforms.

ADULT SUPERVISION

1. An adult should always be in the dugout. He also must be listed on the lineup card before the start of the game (This includes trainers, scorekeepers, etc.).
2. A player, who may become ill or is ejected from a game, must always be supervised until released to his parents or guardian.

GAMES IN ONE DAY

1. No team shall play more than two games in any one day.
2. Games will not start before 8:00 A.M. or after 11:00 P.M.
3. A game in process after Midnight counts for the day it commenced.

INNINGS AND TEN RUN RULE

1. All games will be seven (7) innings.
2. The 10 run rule shall apply after 4 1/2 innings in all games, unless the home team is ahead by 10 runs or more after 4 1/2 innings

INFIELD PRACTICE

1. Each team shall be allowed 10 minutes of infield
2. Home teams will take infield first.

LINE UP CARDS

1. Each team is required to furnish the Umpire-in-Chief, opposing coach, and the official scorer a starting line-up card no later than 30 minutes prior to game time.
2. All subs must be listed on the line-up card plus bat persons and any other adults in the dugouts.

UMPIRES

1. All games will use (3) umpires except the Semi-Championship and the Championship games, (games 13,14 & 15) which will use a minimum of four (4).
2. Umpires will make sure that all players hurry on & off the field so that we can stay on schedule.

COIN FLIP

1. After first day of tournament, home team will be determined by coin flip 45 minutes before the schedule start time of the game.

DUGOUTS

1. Loser of coin flip has pick of dugouts.
2. The host team will have the FIRST base dugout as long as they remain in the tournament.

AWARDS

1. The NWCART committee shall furnish the following awards:
 - (a) Championship
 - (b) Runner-up
 - (c) MVP
 - (d) Sportsmanship
 - (e) Banners
 - (f)

