

KALISPELL LAKERS RED
 CALGARY CARDINALS
 CRANBROOK BANDITS
 WEST KOOTENAI ACES
 BLADES A's



KALISPELL LAKERS GOLD
 CBA ARCHERS
 FORT MACLEOD ROYALS
 OKOTOKS DAWGS

FRIDAY, MAY 15

GAME	TIME	FIELD	TEAM 1—1B DUGOUT	SCORE	TEAM 2—3B DUGOUT	SCORE
1	3:00 PM	GRIFFIN	KALISPELL LAKERS RED	_____	CRANBROOK BANDITS	_____
2	3:00 PM	ARCHIE ROE	KALISPELL LAKERS GOLD	_____	BLADES A's	_____
3	5:30 PM	GRIFFIN	WEST KOOTENAI ACES	_____	FORT MACLEOD ROYALS	_____
4	5:30 PM	ARCHIE ROE	OKOTOKS DAWGS	_____	CALGARY CARDINALS	_____
5	8:00 PM	GRIFFIN	KALISPELL LAKERS RED	_____	CBA ARCHERS	_____

SATURDAY, MAY 16

GAME	TIME	FIELD	TEAM 1—1B DUGOUT	SCORE	TEAM 2—3B DUGOUT	SCORE
6	10:00 AM	ARCHIE ROE	BLADES A's	_____	CRANBROOK BANDITS	_____
7	10:00 AM	GRIFFIN	KALISPELL LAKERS GOLD	_____	WEST KOOTENAI ACES	_____
8	12:30 PM	ARCHIE ROE	FORT MACLEOD ROYALS	_____	CALGARY CARDINALS	_____
9	12:30 PM	GRIFFIN	CBA ARCHERS	_____	OKOTOKS DAWGS	_____
10	3:00 PM	ARCHIE ROE	KALISPELL LAKERS RED	_____	FORT MACLEOD ROYALS	_____
11	3:00 PM	GRIFFIN	BLADES A's	_____	WEST KOOTENAI ACES	_____
12	5:30 PM	ARCHIE ROE	CRANBROOK BANDITS	_____	CBA ARCHERS	_____
13	5:30 PM	GRIFFIN	KALISPELL LAKERS GOLD	_____	CALGARY CARDINALS	_____
14	8:00 PM	GRIFFIN	KALISPELL LAKERS RED	_____	OKOTOKS DAWGS	_____

SUNDAY, MAY 17

GAME	TIME	FIELD	TEAM 1—1B DUGOUT	SCORE	TEAM 2—3B DUGOUT	SCORE
15	10:00 AM	GRIFFIN	WEST KOOTENAI ACES	_____	CALGARY CARDINALS	_____
16	10:00 AM	ARCHIE ROE	BLADES A's	_____	FORT MACLEOD ROYALS	_____
17	12:30 PM	GRIFFIN	KALISPELL LAKERS GOLD	_____	CBA ARCHERS	_____
18	12:30 PM	ARCHIE ROE	OKOTOKS DAWGS	_____	CRANBROOK BANDITS	_____
19	3:00 PM	GRIFFIN	#1 _____	_____	#2 _____	_____

CHAMPION _____





Tournament Rules

- 1) Rules are governed by the **2026** American Legion Rule Book. Only wood or BBCOR bats are allowed. Any of the starting players may be withdrawn and re-enter once, including a player who was the designated hitter, provided such player occupies the same batting position whenever he is in the lineup. A substitute who is withdrawn may NOT re-enter.
- 2) Starting pitchers and/or his replacement will be allowed up to 8 initial warm-up pitches. Pitchers will then be given 5 pitches to warm-up between half innings. (UMPIRES: Enforcement of the 5 pitches between innings is mandatory). **Legion pitch count and appearance rules will be enforced. No player may make more than two appearances as a pitcher during any consecutive three-day period.**

Age	Daily Max (pitches in game)	Required Rest				
		0 days	1 day	2 days	3 days	4 days
ALB Senior Program	105	1-30	31-45	46-60	61-80	81+

- 3) Can use DH for Pitcher only. Courtesy runners are allowed and encouraged for pitchers and catchers at any time.
- 4) **8-run rule** applies after 4 1/2 if the home team is leading, or 5 innings if the visiting team is leading. A 15-run lead will end the game after 3 innings.
- 5) **No new inning will start after 2 hours.** Only that portion of the inning necessary to determine a winner will be played. Time will officially start with the first pitch of the game. In case of a tie after 2 hours, teams will go into tie-breaker scenario. Each team will start the next inning with a runner on 2nd base and no outs. The runner will be the last person out from the previous inning.
- 6) Home team is determined by coin flip prior to each game. Dugout assignment is based on the schedule. **Exception:** Kalispell will always be the home team and have the first base dugout.
- 7) In an attempt to remain on schedule, there will be no pre-game infield/outfield. **Teams will only be allowed infield/outfield before their first game of the tournament if time permits.**
- 8) Game times on the last day may be altered to allow teams a chance to get on the road. The final decision will be made by the tournament director.
- 9) Ground rules will be explained during the pre-game coaches meeting.
 - Coaches must wear their protective helmet.
 - Players and equipment are to remain within the confines of the dugout.
 - Dugout gates are to remain closed.
 - On deck batters should assist with passed-balls (with no runners on) and foul balls behind home plate. Each team should assist with foul balls down their base line. If Bat boys/player coaches are used, they must wear a helmet outside the dugout.
- 10) Tiebreaker criteria, ranked in order of precedence (all pool play opponents)
 1. Best record
 2. Head-to-head record
 3. Runs allowed
 4. Runs scored
 5. Coin flip
- 11) Each team will play FOUR (4) games within to determine seeding. Seeding for Sunday's games will be determined by the tiebreaker criteria.