

KALISPELL LAKERS RED  
 CALGARY CARDINALS  
 CRANBROOK BANDITS  
 WEST KOOTENAY 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 KOOTENAY 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 KOOTENAY 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 KOOTENAY 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 KOOTENAY 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 Any of the starting players may be withdrawn and re-enter once, including a player who was the designated hitter, provided such player occupies the same batting position whenever he is in the lineup. A substitute who is withdrawn may NOT re-enter.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.