

Legacy Softball

INDOOR TOURNAMENT RULES

(unless sanctioned by a body other than legacy ~ then their rules apply) (Or otherwise posted for a specific tournament)

- 7 innings OR 70 minute “drop-dead” games
- Home/away is decided by a coin flip
- Air horn will generally be used to determine beginning and end to games. In airhorn absence, umpires will keep time.
- Ties permitted in all play except bracket/playoff games
- Dropped third strikes are playable
- Batted balls that hit any part of the fieldhouse/dome and/or lights are dead-ball fouls unless the ball carries over the home run fencing.
- Pitchers: 3 warm-up pitches for new pitcher. 1 pitch between innings.
- Mercy rule: 12 runs/3rd inning; 10 runs/4th inning; 8 runs/5th inning
- 14U & HS will have 2 fields in fieldhouse and or dome
- Line-up: Free Substitution - Teams may bat everyone and players may re-enter multiple times but the batting order must remain the same. Teams electing not to bat everyone may re-enter players multiple times provided the players re-entering bat in their original order.
- May use the NSA “twin rule”
- Last batted out may run for pitcher at any time, must run for pitcher with two outs
- Last batted out must run for catcher no matter how many outs there are
- Normal Counts: 3 Strikes, 4 Balls
- Pitching: 10U ~ 36', 12U ~ 40', 14U & HS ~ 43' | Bases ~ 60'
- Regular steals permitted on base path.

- Depending on each field's set-up, steals may not be permitted to home. This will be clarified at pregame with umpire (Once the catcher attempts to throw the ball back to a fielder, it is no longer considered a steal home. It is live play.)
- Team Insurance and Roster must be turned in prior to start of first game
- NO SEEDS OR TOBACCO INDOORS
- **** USSSA rules apply if not addressed

Age Specific Rules

- 8U: 5 runs per inning run limit
- 10U & 12U: 6 runs per inning run limit
- 8U, 10U, & 12U will have up to 4 fields in fieldhouse and/or dome
- 8U and 10U Dropped third strikes are NOT playable

Drop dead “Revert Back” Explanation - A Home Team cannot be harmed by running out of time in an inning.

Score reverts back to last completed inning

- If time expires with away team up, score reverts back
- If time expires with home team up to bat and home team is behind, score reverts back.
- If time expires with home team up to bat and home team is ahead, home team wins the game.
- If time expires with home team up to bat and score is **tied**, and the **home team was behind or tied** at the end of the last **completed inning**, the game ends in a tie.
- If time expires with home team up to bat and score is **tied**, and the home team was **ahead** at the end of the last completed inning, the home team wins.

BRACKET PLAY FOR PLAYOFFS - RULES TO DETERMINE A WINNER

High seed has choice of being the home or visitor team.

For any new inning that starts after **65 minutes** of play with a *tied* score, each team will begin the inning with a runner on second base (ITB rules). The runner will be the last batted out of the previous inning (unless it is the pitcher or catcher, then may use two back - batted outs of the previous inning).

There will be a long blast to begin the game ~ There will be a short blast at 65 minutes (to signify the use of ITB rules if necessary) ~ There will be a final long blast at 75 minutes for the finish of the game.

Playoff Games still have a 70 minute drop dead unless noted in pregame with umpire meeting.

Remaining Rules are the same as pool play.

Registering for a tournament and Payment Rules

A team must pay the deposit at time of registration to guarantee your entry in to the tournament. The deposit is non-refundable. The balance must be paid in-full one month prior to the first day of the tournament or you may lose your entry and deposit. If you drop out of the tournament more than two weeks prior to the first game, you will receive a 50% refund. No refunds for dropping out of the tournament within two weeks of the first game. Too many teams are turned away and make other plans once Legacy's tournaments are full. It is hard to fill spots last minute for a tournament. No team in a tournament wants a forfeit game. Teams are all playing tournaments to gain game experience.