

# LEGACY'S INDOOR LEAGUE SOFTBALL RULES

- 7 innings OR 70 minute “drop-dead” games
- Drop dead (revert back to last inning)
- If games start late, they will still end at the scheduled time, drop dead. It is everyone's responsibility to start games on time.
- Home/away is decided by a coin flip
- \$20 per game umpire fee must be paid to umpire prior to first pitch by each team.
- Air horn may be used to determine beginning and end to games. In air horn absence, umpires will keep time.
- Teams each bring one game ball per game
- Homerun bracelet awarded for every homerun to player
- 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
- 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.)
- NO SEEDS OR TOBACCO INDOORS
- \*\*\*\* USSSA rules apply if not addressed

## Lineup and Substitution Rules:

- Unlimited substitutions permitted
- Teams may play game with 8 players
- Teams may begin games with less than 8 players if players are on the way and running late for start of first game. The team must have 8 players by the start of the 3<sup>rd</sup> inning. Late players will be added to the end of the batting line-up, regardless of where the team is hitting in the batting order.
- A player may come out of the game at any time for an injury without penalty. We ask that you only use this for an injury and not as a game situation advantage -player may not re-enter game
- Each team may bat up to their entire roster.

## Delaying games

- If an umpire feels a coach/player/team is intentionally delaying a game, they have the discretion to issue balls, strikes, and/or outs
- The clock does not stop



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## Drop dead “Revert Back” Rule Explanation

The home team cannot be harmed due to time expiring and not having an equal number of at-bats as the away team.

- If away team is up to bat and time expires, score reverts back to last completed inning.
- If home team is up to bat and time expires, the following applies to each situation:
  - Home team is ahead, game ends
  - Home team is behind, game reverts back to last completed inning.
  - Home team ties game and the home team was not ahead at the completion of the last completed inning, game ends in a tie
  - Home team ties game; however, the home team was ahead at the completion of the last completed inning, 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 **60 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 60 minutes (to signify the use of ITB rules if necessary) ~ There will be a final long blast at 70 minutes for the finish of the game.

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

## SEEDING DETERMINED BY THE FOLLOWING:

1. Head to head
2. Win/loss/tie record
3. Runs allowed
4. Run Scored (8 run max per game)
5. Coin flip