



LEGACY'S INDOOR LEAGUE SOFTBALL RULES

General Rules

- Teams each bring one game ball per game
- \$20 per game umpire fee must be paid to umpire prior to first pitch by each team.
- 7 innings OR 70 minute “drop-dead” games
- Drop dead –home team win/tie may not be harmed by having less at-bats in a game
 - revert back to last completed inning if home team is not ahead or the home team did not tie the game in the bottom of last inning
 - do not finish the batter
- 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 **predetermined** for games in schedule
- Scoreboard clock or an air horn may be used to determine start and stop times for games. In the absence of the use of a horn, staff/umpires will keep time.
- Homerun bracelet awarded for every homerun to player
- Ties permitted in all play except bracket/playoff games
- Dropped 3rd strikes are playable for 12U and older.
- 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, then it is then a homerun
- 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
- 10U & 12U will have 4 fields in the fieldhouse and/or dome
- Sub or 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.
- **Stealing home- Umpires Discretion:** Depending on each field's set-up, steals may or 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
- All Livingston County Health Department guidelines must be adhered to by players, coaches, and fans – violators may be ejected from the facilities

10U Specific Rules

- No dropped 3rd strike
- No stealing home
 - Once the catcher attempts to throw the ball back to a fielder, it is no longer considered a steal home. It is live play.

Lineup and Substitution Rules:

- Unlimited substitutions permitted ~ Teams may play a 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 3rd inning or



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a forfeit will be issued. 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 – the player may not re-enter the game.
- Each team may bat up to their entire roster.
- In the event a team is short players needed to field a team, they may use subs of the appropriate age.

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

Schedule

- Accommodations will be made to work around team conflicts when building the league schedule; however, once the final schedule is posted, changes cannot be made.
- No-shows and/or cancelations by a team will be deemed a forfeit unless otherwise determined by the league director.

BRACKET PLAY TO DETERMINE LEAGUE CHAMPION

BRACKET PLAY FOR PLAYOFFS - RULES

- 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.
- 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.
- Bringing in players who did not regularly play in league (“ringers”) for bracket play is not permitted.

SEEDING DETERMINED BY THE FOLLOWING:

1. *** Win/loss/tie record
 2. Runs allowed
 3. Run Scored (8 run max per game)
 4. Coin flip
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1. *** Winning Percentage if all games are not played due to COVID/Significant Illness/Quarantines