

Overview/Rules

Standard Playing Field Dimensions

Bases - 70 feet

Pitchers plate - 53 feet (from front of pitchers plate to the rear corner of home plate)

Equipment

Official Bat: Shall be round in cross section, straight in length and measure 34 inches long and not more than 2-1/4 inches in diameter at its largest part. Its weight shall be at least 24 ounces but not more than 30 ounces. The bat shall have a safety grip of tape or some other material to facilitate holding the bat during the batters swing.

Director at any time may ask to inspect a bat that has been brought into the location of a Legacy Sports sanctioned event. Failure to cooperate with the director will result in potential team forfeiture of event and suspension of individual players. All new stamp bats allowed (usssa, usa/asa, nsa).

Official Ball: Shall be a spherical design with a smooth surface. The center or core of the ball shall be of a material and design traditionally used to make softballs.

The ball must be a 44 core, 400 compression ball. 3 balls will be provided with each entry at start of tournament, teams may use other balls during tournament, not to exceed 44 core and/or 400 compression. 12" balls used in the mens program, 11" balls used in the womens program.

Safety Base: A safety base is optional. The safety base should be in position such that the white portion is located where first base would normally be (in fair territory) and the colored portion (orange) should be in foul territory. Any batted ball hitting the white portion is considered fair and any ball hitting the orange portion is considered foul. On the initial throw to first base from the infield or outfield, the batter-runner MUST TOUCH the orange portion of the base. At umpires discretion, an out call may be called if batter-runner does not touch orange portion of the base. The defensive player must always touch the white portion, this rule is in effect for safety, only on the initial play at first base.

Shoes: No metal tipped or steel cleats allowed! Molded rubber/plastic cleats, turf shoes, athletic shoes are legal footwear.

Masks: Pitchers are required to wear masks while playing defense, no exceptions, this is mandatory! Any other player may wear protective masks/headgear.

Gloves: Legal gloves may be worn by any fielder.

Uniform rule: Is in effect for all Championship Play (States & Worlds) events, unless specified otherwise. Teams wearing uniforms consisting of numbered matching jerseys will be awarded home team. Jersey numbers must all be different to qualify. In event both teams have qualifying jerseys, home team will be decided by a coin toss. This rule is only for championship play unless otherwise stated.

Equipment shall not be allowed to remain on the playing field during the game, either in fair or foul territory, with the exception of an official warm up bat or device.

Definitions

Altered Bat: is one that has had its physical structure changed, included but not limited to: a bat that has had the surface of the barrel or the taper changed in any way such as by sandpapering or applying a solvent to the surface such as fingernail polish remover or by any other means. The bat has had the plug or the knob removed/replaced or changed in any way. The bat has had anything removed or added or inserted to the inside or outside of the bat other than tap at the handle or knob. Changing grips is not considered an altered bat. Cracked, worn or damaged bats are not altered bats, but may be removed from play by Directors and umpires.

Appeal Play: refers to a play in which the umpire cannot make a ruling until a decision is requested by the defensive or offensive team. All appeals must be made before the next legal pitch, intentional walk, illegal pitcher action or before all fielders have left fair territory.

Championship Play: Qualifiers, State and World tournaments are considered championship play and will follow championship play rules in the rule book. All other events are not considered championship play and local directors may modify rules to fit their local area.

DHH: Designated home run hitter: Assigned players home runs do not count towards team totals for each appropriate division of play

Illegally caught ball: occurs when a fielder catches a batted or thrown ball with a mask, a cap or with any part of his clothing detached from the proper position of the fielder.

Infield Fly: is a fair batted ball (not a line drive) that can be caught in flight by an infielder with ordinary effort. Any defensive player may catch the ball in the infield area.

Interference: is an act where players or others interfere with a players opportunities. There are two types of interference: 1. Offensive interference - when a player interfere with or impedes or confuses a defensive player while he is attempting to make a play. This can occur by either physical or vocal actions. 2. Spectator interference - occurs when a person not engaged in the game touches a live batted or thrown ball which could prevent a blocked ball to occur or when a person not engaged in the game physically interferes with a players opportunities.

Obstruction: is the act of a fielder while not in possession of the ball, or not in the act of field a batted ball or taking a proper position to receive a thrown ball (thrown ball must already be in flight) which impedes the progress of a runner who is legally running the bases

Quick Pitch: is a pitch made by a pitcher with the obvious attempt to catch the batter off guard and balance. This could be when the batter first takes his position in the batters box and before he is ready, or when the batter is still off balance from the previous pitch. Quick pitching is not legal in any division.

Retouch: the act of a runner returning to touch a base as legally required before advancing. Umpires must grant approval and be made aware of retouch request.

Unsportsmanlike Conduct: an umpire and/or director may at his/her discretion eject players, coaches sponsors, fans, etc, who are behaving in an inappropriate and unsportsmanlike manner to include but not limited to foul language, loud noise makers, radios, music, arguing judgement calls etc.

Walk off: player hitting home run does not have to run the bases, just return to the dugout without touching bases at no penalty.

The Game

Choice of First (Away) or Last (Home) at bat: shall be decided by a toss of a coin, unless otherwise stated in the rules of the organization under which the schedule of games is to be played. In championship play, the team coming out of the winners bracket will have their option of home or visitors. The "if" game will go back to a coin flip. In championship play, uniform rule supercedes all else with the exception of the undefeated team in the championship game.

Regulation Game: shall consist of a 55 minute time limit, no new innings will be started after 55 minutes unless tied. In all pool play games, no new inning will be started after 50 minutes, if the score is tied when time expires, we will go to the international rule regardless of the inning. International rule begins each inning with the previous last out at 2nd base and the inning starts with one out. All Championship games will be a full 7 innings, no time limit in championship games.

Run Rules: run rules award a win to a team that is ahead in a game are as follows: (See table below).

Mens Mercy rule for classes E, D and C

15 runs after 3 innings

12 runs after 4 innings

10 runs after 5 innings

Womens Mercy rule for classed E, D and C

15 runs after 3 innings

12 runs after 4 innings

10 runs after 5 innings

Coed Mercy rule for classes E, D and C

15 runs after 3 innings

12 runs after 4 innings

10 runs after 5 innings

Winner of the game: shall be the team that scores the most runs in a regulation game.

A run shall be scored: each time a base runner legally touches first, second, third and home bases before the third out of an inning, unless the third out is the result of a force out or the batter-runner is out before reaching first base. Base runners may advance and a run may score only on a legally batted ball, on a play, on an overthrow or on an error resulting from plays that started with, and immediately follow the batted ball or when the bases are full, so that runners are forced to move up, or advance, by reason of the batter being awarded first base by the umpire in accordance with these rules.

A run shall NOT be scored: if the third out of an inning is the result of:

- A. The batter-runner being put out legally before touching first base.
- B. A base runner is forced out at any base.
- C. A base runner being called out for leaving a base too soon on a pitched ball.
- D. A preceding base runner being called out for failure to touch a base.
- E. The batter-runner being called out for carrying his bat to first base or beyond.

Home Run rules: Over the fence home runs are limited. All fair untouched fly balls over the fence in excess of the limit will be ruled an out, the ball is dead and no runners can advance. Any fair fly ball touched by a defensive player which then goes over the fence in fair territory, will be declared a four base award and is not to be included in the total of over the fence home runs. A home run will be charged for any untouched fair ball hit over the fence in fair territory, whether or not runs score.

On any home run or four base award, the batter-runner and other base runners are not required to run the bases.

The following are home run limitations per game and per team, by program in Championship play events (Qualifiers, States, Worlds, etc.). Local events may have modified HR rules.

Mens C - 6 Home runs + 2 DHH (over the limit penalty is an inning ending out)

Mens D - 4 Home runs + 1 DHH (over the limit penalty is an inning ending out)

Mens E - 2 Home runs + 1 DHH (over the limit penalty is an inning ending out)

Womens D - Unlimited Home Runs

Womens E - Equalizer - can never go more than 1 up of opponent (over the limit penalty is an out)

Coed C - 6 Home runs + 1 DHH (over the limit penalty is an inning ending out)

Coed D - 4 Home runs + 1 DHH (over the limit penalty is an inning ending out)

Coed E - 2 Home runs + 1 DHH (over the limit penalty is an inning ending out)

40 & Over upper - 8 Home runs + 2 DHH (over the limit penalty is an inning ending out)

40 & Over lower - 6 Home runs + 1 DHH (over the limit penalty is an inning ending out)

The DHH may be designated prior to the game during the coaches meeting. DHH must be designated to field umpire prior to start of the game, failure to do so will result in loss of DHH for that game. DHH can be changed from game to game in same tournament but not once appointed within same game. If the DHH is walked, intentional or not, the DHH would get awarded an extra base. Example: In mens play if the DHH is walked, intentional or not, the DHH would go directly to second base instead of first. In coed play if a male DHH is walked, the DHH would go directly to third base and following female batter would have option to go to second instead of first, or hit. In coed play if the DHH is female, the DHH would be awarded third base on a walk. In no situation does the DHH role over to a different batter during an inning or game, the penalty for walking the DHH is the extra bases awarded as outline above. If DHH is substituted for in game the DHH will be lost for remainder of that game. It does NOT carry over to player substituted in place of original DHH.

Pitching rules: Pitches that will be strikes must be a minimum of 4 feet from the ground to a maximum of 10 feet from the ground. Strike zone will be determined by where the ball crosses through the strike zone, front knee to back shoulder, as if each batter is standing even with home plate. NO juking, pump faking or deception of any kind can be made by the pitcher in any games.

Courtesy runners (CR): Mens and Womens divisions will receive 1 (one) courtesy runner per inning, Coed divisions will receive 1 male and 1 female CR per inning.

This courtesy runner can be anyone in the current lineup. In the case that a team bats around in an inning, the same CR can run for the same batter in the same inning

multiple times. In addition to these CR rules the pitchers for each team will also receive an optional CR during play. If the pitcher is removed from the pitching position for any reason, the pitcher CR is lost for the remainder of the game.

Forfeited Game: may be declared by the umpire in favor of the team not at fault in the following cases: (Score in forfeits will be 7-0 in favor of team not at fault)

- A. If a team fails to appear on the field, or being on the field, refuses to begin the game for which it had been scheduled at the time the game was assigned.
- B. If after a game has begun, a team refuses to play or resume play as directed by the umpire.
- C. If a team uses tactics noticeably designed to delay or hasten the playing of a game.
- D. If an ejected player does not leave the field immediately when ordered to do so.
- E. If for any reason a team does not have the designated number of players to begin or continue the game.
- F. If, after a warning by the umpire, any one of these rules is willfully violated.

Protested Game: can result when there is a difference of opinion on the field between the protesting team and the umpire regarding the application or interpretation of either official printed playing rules or specially adopted ground rules. Protest can not involve umpires judgment.

When a protest, not involving the umpires judgment, is registered with the umpire on the field immediately and before any succeeding legal pitch, intentional walk, illegal pitcher action or before all fielders have left fair territory, the game assumes the status of a suspended game until the protest is allowed or disallowed.

Conditions governing acceptance of protest during playing a game.

A. Based on an umpires judgment such as whether a batted ball was fair or foul, a pitched ball was a ball or a strike, a base runner was safe or out, or when any other situation is completely within the umpires scope to make the decision, is NOT to be accepted for consideration.

B. Based on alleged misinterpretation or application of the playing rules should be accepted for consideration and decision.

C. The intention to protest a rule must be made known by the manager or coach of the protesting team to the umpire immediately and before the next legal pitch, intentional walk, illegal pitcher action or before all fielders have left fair territory. This is to enable all concerned, that is, umpires and the opposing team, to take notice of the exact conditions prevailing on the field at the time of the protest. The umpire receiving the protest shall immediately notify all concerned, including the director on site.

D. In tournament play, all protests must be settled before any play can be resumed as a suspended game except protests concerning player eligibility. If a player eligibility protest is lodged during tournament play and cannot be resolved at the time of the protest, the game shall continue play while director on duty determines ruling prior to end of game.

E. In tournament play, when an ineligible player is discovered during the game, the offending team loses the game. If ineligible player is discovered after the completion of the game, but during the tournament, the game shall stand as played. However the offending player is ejected from the tournament, failure to comply will result in team being ejected from the tournament.

F. Bat Protest procedure: This will be determined by the individual tournament director. Bat testing equipment may or may not be present at every event, but if found to be using an altered bat, player will be ejected from tournament and will face up to a 2 year suspension.

G. Any rule protests must be made before the next legal pitch, intentional walk, illegal pitcher action, or before all fielders have left fair territory.

Mens E, D & C Class Programs

Classification rules: Your state director will classify you based on your overall strength offensively & defensively.

Mens C program may have no more than 3 "B" players & no "A" players.

Mens D program may have no more than 3 "C" players & no "B" or "A" players

Mens E program may have no more than 3 "D" players & no "C", "B", or "A" players

If protested in Championship Play and found to be illegal, team will forfeit out of the event and not be compensated in any way. Player and manager subject to suspension.

Teams must start with a minimum of 9 players; the 10th position is an out in the last spot in the batting order. The 10th player may be added at any time during the course of the game. You may not add the 11th or 12th players once the game has started. If a team drops below the number of players you started the game with for any reason and do not have a legal sub, that position is an out. You may not drop below 9 players, if you drop below 9 players and do not have a legal sub, the game is a forfeit.

In all programs, the Tournament Director has the option of permitting the following: On a fair fly ball hit over the fence for a home run, the batter and all base runners are credited with a score. The batter and any runner on base do not need to advance and touch the bases. They should go directly to the dugout area (walk off). This would eliminate any base running appeals. This includes the four base error award as well as walking the dhh.

Bump rules: Winning Worlds will be an automatic bump in class the following season for Championship Play events. State Director may apply bumps after worlds based on overall success of team/players and results in Qualifiers and States. In season bumps can take place at any time if directors deem necessary.

ID Check: Teams are required to arrive a minimum of 60 minutes prior to your first scheduled game with a valid government issued ID. Your ID will be verified with the name submitted on roster; player will then sign the roster and will be issued an ID band. The ID band must be worn at all times throughout the tournament. If you play without an ID band, opposing team can roster check. If player is not on the teams legal roster, the team will be forfeited out of the tournament with no compensation, if player is eligible, no further penalty will be applied.

Womens E & D Class Programs

Classification rules: Your state director will classify you based on your overall strength offensively & defensively.

Womens D program may have no more than 3 "C" players & no "B" or "A" players

Womens E program may have no more than 3 "D" players & no "C", "B", or "A" players

If protested in Championship Play and found to be illegal, team will forfeit out of the event and not be compensated in any way. Player and manager subject to suspension.

Teams must start with a minimum of 9 players; the 10th position is an out in the last spot in the batting order. The 10th player may be added at any time during the course of the game. You may not add the 11th or 12th players once the game has started. If a team drops below the number of players you started the game with for any reason and do not have a legal sub, that position is an out. You may not drop below 9 players, if you drop below 9 players and do not have a legal sub, the game is a forfeit.

In all programs, the Tournament Director has the option of permitting the following: On a fair fly ball hit over the fence for a home run, the batter and all base runners are credited with a score. The batter and any runner on base do not need to advance and touch the bases. They should go directly to the dugout area (walk off). This would eliminate any base running appeals. This includes the four base error award as well as walking the dhh.

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ID Check: Teams are required to arrive a minimum of 60 minutes prior to your first scheduled game with a valid government issued ID. Your ID will be verified with the name submitted on roster; player will then sign the roster and will be issued an ID band. The ID band must be worn at all times throughout the tournament. If you play without an ID band, opposing team can roster check. If player is not on the teams legal roster, the team will be forfeited out of the tournament with no compensation, if player is eligible, no further penalty will be applied.

Coed E, D & C Class Programs

Classification rules: Your state director will classify you based on your overall strength offensively & defensively.

Coed C program may have no more than 2 "B" players & no "A" players.

Coed D program may have no more than 2 "C" players & no "B" or "A" players

Coed E program may have no more than 2 "D" players & no "C", "B", or "A" players

If protested in Championship Play and found to be illegal, team will forfeit out of the event and not be compensated in any way. Player and manager subject to suspension.

Teams must start with a minimum of 8 players; the 9th & 10th positions will be an out in the last spot in the batting order. The 9th & 10th player may be added at any time during the course of the game. You may not add the 11th or 12th players once the game has started. If a team drops below the number of players you started the game with for any reason and do not have a legal sub, that position is an out. You may not drop below 8 players, if you drop below 8 players and do not have a legal sub, the game is a forfeit. Coed teams must always have equal female players to men players. Teams can choose to play 5 men and 5 women or 6 men and 6 women. Coed teams can play more women than men, but never more men than women.

The 11-inch softball will be used when a female is batting and a 12-inch softball will be used when a male is batting. It is an appeal play when the wrong ball is pitched to a batter. If the appeal is allowed, then the batter returns to bat with the same ball and strike count he/she had at the time of the pitch. Also, any base runners must return to the base occupied at the time of pitch.

Teams starting with 12 players may drop down to 11 or 10 players but cannot have more males than females in the line-up. For example, if a female player is removed from

teams starting with 12 players may drop down to 11 or 10 players but cannot have more males than females in the line-up. For example, if a female player is removed from the line-up, the male player following her in the line-up must be removed. All vacant spots in the line-up will be declared an out every time that position in the line-up is due to bat. If a team starts with 9 or 10 players, they are not allowed to add the 11th & 12th player at a later time. The defensive team may walk the preceding batter or multiple batters to get to the position or positions in the lineup that is an out due to having started with less than 10 players or having dropped to 11 or 10 players after starting with 12. No base appeals are allowed when this results in the third out of an inning. Male and Female players must alternate in the batting order. Note: If a team starts with 9 players, a female player must occupy the first position in the batting order (5 women/4 men).

When a male batter receives a base on balls or intentional walk, he will be awarded first and second base with the next female batter having the option to walk or bat. Male batter being walked does not need to touch first base, this does not qualify as an appeal play.

Coed E program must follow the defensive alignment of 5 guys and 5 girls on the field at all times. 2 men and 2 women are required to play on the infield and 2 men and 2 women are required to play in the outfield. 1 man and 1 woman are required to play pitcher and catcher. There is no "5 man" allowed in E Coed play. Meaning, there must be at all times, 4 outfielders and 4 infielders...no extra infielder allowed and no rover position allowed...no exceptions. Infielders can not shift to opposite side of bag and men must play on the dirt/infield on all girl at bats. Men can play back or deeper on the infield when men are batting. Any judgment calls on outfielder positioning will be determined by onfield umpire or tournament director.

Coed D & C program must follow the 5 guys and 5 girls on the field at all times rule, however they may position their players wherever they choose to do so on the field "5 man" is allowed as is an all girl infield or outfield. No restrictions on defensive positioning in Coed D and above.

In all programs, the Tournament Director has the option of permitting the following: On a fair fly ball hit over the fence for a home run, the batter and all base runners are credited with a score. The batter and any runner on base do not need to advance and touch the bases. They should go directly to the dugout area (walk off). This would eliminate any base running appeals. This includes the four base error award as well as walking the dhh.

Bump rules: Winning Worlds will be an automatic bump in class the following year for Championship Play events. State Director may apply bumps after worlds based on overall success of team/players and results in Qualifiers and States.

ID Check: Teams are required to arrive a minimum of 60 minutes prior to your first scheduled game with a valid government issued ID. Your ID will be verified with the name submitted on roster; player will then sign the roster and will be issued an ID band. The ID band must be worn at all times throughout the tournament. If you play without an ID band, opposing team can roster check. If player is not on the teams legal roster, the team will be forfeited out of the tournament with no compensation, if player is eligible, no further penalty will be applied.

The Players & Substitutions

Other than the pitcher and catcher, players in the field may be stationed anywhere they choose on fair ground as each pitch is made, with exception of Coed class rules listed in Coed Class Programs

The Pitcher, in delivering the ball, must be in legal position at the pitcher's plate or in the pitching area. Pitching area is defined as the area directly behind the pitchers plate, up to 5 feet behind and directly behind plate.

As each pitch is delivered the catcher must be in the catchers box/designated area.

A team must have the designated legal number of players to start or to continue a game, please see breakdown per class program.

A PLAYER or SUBSTITUTE shall be officially in the game when his or her name has been announced as a substitute by his coach or manager. A substitute may take the place of a player whose name is on the teams batting order. The following regulations govern the substitution of players:

A. The manager of the team making the substitution or the substitute should immediately notify the umpire.

B. If for any reason the umpire is not notified of the substitution and the change is not announced, the substitute will be considered in the game as follows:

1. If the batter, when he takes his place in the batters box

2. If a fielder, when he takes the place of the fielder substituted for

3. If a runner, when he takes the base runners place on the base he was holding (exception if courtesy runners have been designated as allowed)

4. If a pitcher, when he occupies the pitchers plate and delivers a practice pitch

C. Whether a substitute is announced or not, when he assumes on of the above replacements of a player, any play made by or on this player shall be legal.

There is no penalty applied for this unannounced substitute.

D. Any player who takes the position on the Pitchers plate and delivers one practice pitch, must then pitch to the first batter facing him until the batter has completed that turn at bat, or the side has been retired.

E. Any other player may be substituted for or removed from the game whenever the ball is dead.

F. If an ejected player is discovered participating in the game he was ejected from, the game is declared a forfeit.

Continued participation due to injury, bleeding or open wound

Player/substitute, manager, coach, trainer or other team member or umpire who is bleeding or who has an open wound shall be prohibited from participating further in the game until the bleeding is stopped or the wound is covered.

A. If treatment can be administered in a reasonable amount of time, the individual would not have to leave the game. The amount of time is determined by the umpires judgment.

B. If excessive time is involved, the re-entry rule would apply to players.

C. If there is an excessive amount of blood on the uniform or if a bandage becomes blood soaked, in the judgment of the umpire, the uniform/bandage must be changed before the individual may participate.

Re-Entry: Is permitted in all programs. Any of the starting & substitute players may withdraw and re-enter once, provided such player occupies the same batting position whenever he is in the lineup.

Improper Re-Entry: The act of an improper re-entry is handled as a protest by the offended team. Improper re-entry is a violation after a pitch is made. Examples of improper re-entry are:

1. Starter who re-enters in an incorrect batting position

2. Starter who re-enters a second time

If an improper re-entry is discovered by the defense while the player is playing offensively, the following penalties will be enforced:

A. If the improper re-entry is discovered while he is at bat, player is ejected and a proper substitute assumes any accumulated balls and strikes.

B. If the improper re-entry is discovered after he has completed his time at bat, but before a pitch has been made to a succeeding batter, he is called out, and the player is ejected from the game. All base runners, if they have advanced, must return to the base occupied at the time the improper re-entry took a position in the batters box.

C. If the improper re-entry is not discovered until a pitch is made to the next batter or the improper re-entry enters as a substitute runner, the player is ejected. All play that occurred while the improper re-entry was in the game will stand.

