



## Long Island Legacy Softball

### SLOWPITCH SOFTBALL RULE BOOK

PUBLISHED 9-19-2025

Revision Listed – changes for current revision in **bold**.

REV 1.2 – 3-12-2026

Where applicable, these rules supersede those in the USSSA rulebook.

Age 18 and over only.

Managers are required to maintain a copy of this rulebook at every game in order to settle any field disputes as they occur.

The managers of each team are the only people allowed to communicate with the umpire or scorekeeper regarding a missed call or disputed play – no exceptions. Players, coaches, spectators or others involved with the team that have an issue with an umpire must defer to their manager. Anyone violating this rule is subject to ejection and/or suspension without prior warning at the discretion of the umpire.

Each manager is required to have at the field, for every game, a basic medical kit which includes ice packs, peroxide and bandages at a minimum.

In leagues or divisions without official scorekeepers, managers are required to maintain accurate scorebooks, submit scores in a timely manner, and be willing to present scorebooks to the league coordinators upon request.

All players must have completed the online waiver prior to the start of their first. Completion of the waiver is required in order to be considered an eligible player and will be utilized along with games played requirements to determine roster eligibility. Players must use their legal name as it appears on a driver's license or other official ID, and this will be subject to verification at the sole discretion of league officials at any time. Players should have the corresponding identification available each time they participate at league events and may be asked to produce the same at any time by league officials. All players and coaches must adhere to the Long Island Legacy Softball Code of Conduct at all times.

The League Director maintains the right to interpret, add or modify any information in this rulebook at their discretion, at any point during the season.

Direct any rulebook questions to Long Island Legacy Softball League Director:

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## EQUIPMENT/BATS

Bats must be approved and official – with either of the two most recent USSSA stamps.



OLD



NEW

All bats may be inspected by the umpire during or prior to play. If a bat has any dents, cracks, or loose/broken end caps then the bat will be excluded from play. Any bat which is known to have failed testing at a sanctioned USSSA event or has otherwise been banned may be excluded from play. This includes any blanket bans issued by USSSA on specific models, brands and types of bats as may be issued.

Long Island Legacy Softball will refer to the USSSA rulebook for the definition of an altered bat, as well as the policy in effect for a situation in which a player hits a ball with an altered or illegal bat, which includes ejection from games, potential suspension from play and league confiscation of the bat in question.

Each team will be given official game balls at the start of the season and must have one for each game (two per doubleheader). Do not use these balls for practice. It is necessary for each team to bring several extra game-used balls to every game in the event that game balls are lost during game play. Only approved game balls may be used. The official game ball of Long Island Legacy Softball (unless noted for specific divisions) is the “Classic M.” Any brand or type clearly stamped with the “Classic M” mark may be used at the umpire’s discretion. The umpire may disqualify any ball at their discretion.

It is encouraged, but not required, that all players wear the same color uniform shirt, with each player wearing a different number on the back.

Metal cleats are STRICTLY FORBIDDEN. Players caught wearing metal cleats during game play are subject to automatic ejection and possible further disciplinary action. Further restrictions may be imposed by the owner's and/or operations of various facilities and must be adhered to.

Each team is required to bring a full set of standard softball bases to every game (other than those played at Lasorda Legacy Park) including a double-bag first base. Bases are available for purchase through Legacy Softball upon request. Umpires will not allow a game to be played without them. Any game where neither team has bases available will be declared a double forfeit.

## PITCHING

Long Island Legacy Softball leagues follow the USSSA arc rule of 3 feet from release and 10 feet from the ground.

Intentional Walks are allowed. No actual pitches need to be thrown – the pitcher can just announce the intentional walk and the batter is walked.

Long Island Legacy Softball refers to the USSSA rulebook for pump-fake and pitching time limits. Additional restrictions may be enforced at different levels of play.

Pitchers must have at least one foot planted in line with the pitcher's rubber but may throw from up to 6 feet behind the rubber. The pitcher may not pitch without a foot in line with the rubber and must have at least one foot in contact with or behind the rubber. The pitcher may not deliver a pitch from in front of the rubber.

Failure to adhere to pitching rules will result in the following at the umpire's sole discretion:

- 1<sup>st</sup> Offense – Warning and Explanation
- 2<sup>nd</sup> Offense – The batter is awarded 1<sup>st</sup> base, and all baserunners advance one base
- 3<sup>rd</sup> Offense – The pitcher is removed from the position and can not return to pitching for the remainder of the game. They may remain in the lineup and play any other defensive position.

Pitchers are STRONGLY ADVISED to wear a mask in addition to other protective gear at every game.

## BATTING

A standard 0-0 count to start an at-bat will be in effect. An at-bat is completed with 2 strikes or 3 balls. There is no longer an extra/courtesy foul allowed in all league play, and a foul ball with a strike on the batter will be considered a strike out if not caught by a defensive player for the put out. Foul balls caught by a defensive player for an out will remain live, and any runners on base may advance at their own risk following a successful tag up. Foul balls resulting in a strike out which are not

caught by a fielder shall be recorded as a strikeout and the ball declared dead until the start of the next batter's turn at the plate.

Batters must wait for an official confirmation from the umpire that time has been called. Simply calling for time is not enough to invalidate a pitch.

When a male player walks in Coed, they advance to second base if they are followed by a female in the lineup. Runners on base at the time of the walk advance the number of bases they are forced to advance by the batter. If there are two outs when this occurs, the female following in the batting order has the option of taking first base, and shall be credited with a walk in boxscore. If an automatic out follows a male that is walked, they are entitled 2B, but an out is still recorded. If a male batter follows the walked male, the batter is entitled to first base only.

## BATTING OUT OF ORDER

If a batter is skipped in the lineup, it is the responsibility of the opposing coach to call for time and bring this to the attention of the umpire.

If appealed before the improper batter completes his turn at bat, the correct batter will replace them with the accumulated count.

If appealed after the incorrect batter finishes his turn at bat, and before a pitch is made to another batter, all action is rescinded, and any runners will return to the base they had before the ball was hit. The player who should have batted is called out. Next legal batter is the player who follows the batter who was just called out for failure to bat.

If appealed after a pitch is made to the next batter, the incorrect batter's action is legalized. All play stands and the next legal batter is the one following the batter who was just legalized.

## TIME – LIMITS

All double headers must be concluded by the time lights are set to turn off, or the following games are set to take place. In most cases, no new inning may start within 10 minutes of the lights turning off, or the scheduled start time of the following double-header.

If games are called early due to this time limit and it is a complete game, the score is final and the game will not be resumed at a later time. (See Weather-Shortened Games for a detailed explanation of what is considered a complete game)

Every effort will be made for playoff games to be completed in a full 7 innings.

Specific time-limits may be enforced on a case-by-case basis for specific fields and situations and are subject to change at the discretion of the umpire, league officials, and owners/operators of the various facilities.

## LINEUP

A minimum of 8 players must be in the lineup. Teams with 8 players will be provided with a catcher by the other team. The provided catcher will only participate by returning the ball to the pitcher on pitches not put in play and shall not be eligible or expected to participate in defensive plays. Teams with 9 or more players will not be provided with a catcher by the opposing team.

### **Coed Lineups are restricted as follows:**

- **No more than 2 more male batters than female batters (i.e. 6/4, 6/5, 7/5, 8/6, etc. are permitted. 7/4, 8/4, etc. are not permitted.)**
- **Teams may not have more than 6 male players in the field defensively.**
- **No more than 2 male batters consecutively.**
- **No more than 3 male batters in the first 4 spots in the batting order.**
- **The 2 pairs of back to back males in the order must be separated by at least two females.**
- **A team may bat only 3 females if additional players are not available, but they must take an out every time their position in the lineup comes due, and must list that spot in the order on their lineup card, and report it to the scorekeeper and umpire before the start of the game. The team must still play with no more than 6 male players in the field defensively.**
- **See examples of permitted and non-permitted lineups on the following page.**

**Any violations of these rules should be pointed out by the scorekeeper to the team when their lineup is submitted, and the team given a chance to adjust prior to the start of the game. Once the game has begun, it is up to the opposing manager to report an illegal lineup to the umpire, who will then issue an “OUT” between the 2<sup>nd</sup> and 3<sup>rd</sup> consecutive male batters, or other illegal lineup configuration.**

*Examples*

*Permitted Lineups*

1. MALE		1. FEMALE
2. FEMALE		2. MALE
3. MALE		3. MALE
4. FEMALE		4. FEMALE
5. MALE		5. MALE
6. MALE		6. FEMALE
7. FEMALE		7. MALE
8. MALE		8. MALE
9. FEMALE		9. FEMALE
10. MALE		10. MALE

*Not-Permitted Lineups*

1. MALE		1. MALE
2. MALE		2. FEMALE
3. FEMALE		3. MALE
4. MALE		4. MALE
5. MALE		5. FEMALE
6. FEMALE		6. MALE
7. MALE		7. FEMALE
8. FEMALE		8. MALE
9. MALE		9. FEMALE
10. FEMALE		10. MALE

Players can be added to the bottom of the lineup at any time during the game to get to a lineup of 10 batters. An 8 or 9 person batting order in coed with 3 or more males batting consecutively or otherwise resulting in a not-permitted lineup will result in out between the 2<sup>nd</sup> and 3<sup>rd</sup> consecutive males. If a female player arrives late, she may be added to the spot creating a permitted batting order, and subsequent batters moved down 1 spot. No other additions to the line up are allowed.

Batter 11 (or beyond) cannot be added once the lineup has gone through one time.

A player is not permitted to switch positions in the batting order for any reason, save the insertion of a female to reach 10 batters and create a legal lineup.

If a player comes out of the batting order for a substitution, they may re-enter at a later time, as long as they re-enter in their original spot in the lineup. If upon reentry they are substituted out a second time, they may not reenter the game. Players not originally in the starting lineup who are entered as substitutes and are then replaced (whether by re-entry or other substitution) are not eligible for re-entry. All substitutions must be reported by the team's manager to and acknowledged by the umpire and scorekeeper and include the spot in the order where the inserted player will bat.

When a new player enters during the game, they will take the spot in the batting order of the person that they are replacing.

Once a new player takes a defensive position in the field, their spot in the batting order is to be documented immediately and cannot be changed, even if their spot in the order has not come up and they have yet to take an at-bat.

Players may be removed from the lineup for injury, illness or any other reason. Their first missed spot in the line up (if no substitute is entered) will be an automatic out. Subsequent at bats will not be counted as an out unless their absence results in an illegal lineup (too many men batting in a row) or their leaving the game is due to an ejection. All players removed for an ejection will result in an automatic out unless a substitute player is available and entered into the lineup.

## FORFEIT TIME

All teams have a 10-minute grace period before a game will become a forfeit.

For a double-header, the team has an additional 10 minutes to get to the field for game two once the first game becomes an official forfeit. Example: 2:00pm start- forfeit first game at 2:11pm, forfeit second game at 2:21pm.

Any requests for revised or delayed start times must be communicated to league officials no less than 24 hours before the scheduled start time and must be approved in advance.

## HOME RUN LIMITATION

The following limits apply to over the fence homeruns only.

Inside-the-park home runs will not count for the purposes of this limit.

Where a defensive player makes contact with a ball that would not otherwise have left the park for a home run and causes it to leave the field of play without first touching the ground or the fence, it will likewise not count toward the limit. Determination of a home run v. a fielding error will be at the sole discretion of the umpire for the purposes of this limit.

- o MENS – 6
- o COED – 5
- o WOMENS – 4

Any homerun beyond the limit is an out until each team has reached the home run limit.

## THE FIELD

Pitching distance is 50' from the front of the pitching rubber to the back of home plate. Base distance is 70 feet for men's and coed. 65 feet for women's.

For COED divisions Until the time that the hitter makes contact with the ball, all 4 outfielders must stay a minimum of 70 feet behind the base-path when a female is at bat. (It does not matter where the infielders are playing their position, or where the grass meets the infield). The umpire will use their best judgement in marking the 70-foot mark and alert both teams to that point prior to the start of the game.

Teams may not “over-shift” against female players – only two infielders and two outfielders are permitted on either side of a straight line from Homeplate through second base to centerfield. All defensive players (aside from the catcher) must begin the play in fair territory. No more than 4 infielders are permitted against female batters in COED games at any time, and outfielders must follow the 70-foot limit until the batter makes contact with the ball.

Failure to follow these and other fielding rules will result in the following:

- 1<sup>st</sup> Offense – Warning
- 2<sup>nd</sup> Offense – Batter is awarded 1<sup>st</sup> base and all runners advance one base
- 3<sup>rd</sup> Offense – Offending defensive player is ejected from the game

A 5-man infield or shallow outfielder (or any other defensive arrangement which contains a pitcher in the pitching area and a catcher behind home plate) is permitted in all men's games and against male batters during coed games.

A safety base must be used at first base with the runner using the outside bag and the fielder using the inside bag for all force plays.

Infielders are free to move into the outfield at any time. (Example: five outfielders and no second baseman)

During Coed play, when a team is fielding a full 10-man defense, at least 4 must be female. At no time can a Coed team field more than 6 male defensive players. For teams playing short with 8 or 9 players in the field, no more than 6 may be male players. Teams with insufficient females to play within these limitations at the start of the game will forfeit the game.

There is no limit to the number of times players may switch defensive positions in the field, or switch between a fielding position and EH, as long as there is no change to the batting order.

No active Legacy Softball Division permits the use of a Designated Hitter.

Fake tags and intentional blocking of a bag are prohibited in all divisions of Legacy Softball.

## RUNNING THE BASES

There is no stealing or leading in Slowpitch. Runners must remain in contact with the base until the batter makes contact with the ball. Any runner leaving early will be declared out at the discretion of the umpire.

In the event of a close play at any base other than first, including home plate, the runner should slide to avoid injury or give themselves up by stepping out of the baseline and accepting the out. On a close play, if a player runs into a base standing up and makes significant physical contact (as determined by the umpire) with the fielder, they are called out regardless of the play. Any player (offense or defense) initiating deliberate contact with an opposing player is subject to ejection. The umpire will be the sole judge in determining incidental or deliberate contact.

## COURTESY RUNNERS:

2 courtesy runners per inning are permitted. Only in the event of an injury during gameplay will a team be able to use an additional courtesy runner beyond the 2 per inning limit. The courtesy runner can be entered at any point while the runner is on base and play is dead.

Any player in the lineup can be a courtesy runner. However, if a player is on base as a courtesy runner and their spot in the lineup comes up it will be an automatic out.

In COED, males are not permitted to be a courtesy runner for females. Females may run for males.

A courtesy runner cannot be replaced with another player once they are on the bases, except in the event of injury.

It is the responsibility of the offensive team to request time out and the opportunity for a courtesy runner, and the umpire must acknowledge and approve the switch before the original runner leaves

their base. The offensive team must alert the umpire to call time and allow the runner to assume his place on base. Attempts by the defensive team to “quick pitch” or otherwise prevent a legal courtesy runner will be disallowed at the umpire’s sole discretion.

## MERCY RULE

The losing team must bat a minimum of 4 times for any mercy rule to apply. There is no per-inning mercy rule.

- 18 after 4 innings
- 12 after 5 innings
- 10 after 6 innings

## FORFEIT RULE

All teams are required to always maintain a \$110 forfeit bond on file with the league.

Teams will not be at risk of losing their forfeit bond if they give the league at least 24 hours’ notice prior to a game that they are unable to attend.

If a game is forfeited at the field due to not having enough players or the manager doesn’t give the league the minimum required notice of cancelation, the bond is no longer refundable and a new forfeit bond must be paid and in place prior to their next scheduled game.

Repeated forfeits may be subject to suspension or ejection from the league.

## WEATHER – SHORTENED GAMES

Games called off due to weather-related conditions are official and end if one team has the lead, and the losing team has completed four turns at bat. The winning team needs only three complete turns at bat for an official game.

If the game ends before it is an official/complete game, it will resume at a later date from the exact place it was left off. Any players unable to attend the conclusion of the game may be replaced by eligible players from the same roster, subject to the relevant roster and substitution rules described in this rulebook. Such substitutions must be reported to the scorekeeper and umpire prior to the resumption of play.

If the game ends after four innings have been played, in the middle of an inning, the final score will revert back to what it was at the completion of the last inning.

\* For example, after 5 innings the score is Mets 8 Yankees 6. The Yankees score four runs in the top of the 6th, and the Mets score 1 run, with two outs in the bottom of the 6th when the game gets called for weather. Even though the score has the Yankees up 10-9, the Mets will be awarded an 8-6 win.

It is acceptable for a regular season shortened, but official, game to end in a tie.

**UMPIRE FEES:** Once a game starts the teams are required to pay the full fee of \$28. If a game ends early due to weather and is not yet an official game – the umpire will finish the game for free at a later date if it is rescheduled. However, if a team pays the full doubleheader fee of \$55 at the start, and the second game is never started – the umpire should return \$28 to the team.

If a playoff game is shortened by weather, the league coordinator has the final say as to when and if the game will be completed at a later date. The goal will be to have all playoff games be complete seven-inning games.

## ROSTERS

No player is allowed to participate in any game without completing an online waiver. The League will track completion of these waivers and publish an approved players list on its website. Scorekeepers and/or umpires will review this list prior to the start of all play and may request clarification from league officials regarding player eligibility or determine that a player is not eligible. Any player deemed ineligible shall not be permitted to play. Repeated attempts to utilize ineligible players may result in suspension of both the player and team manager responsible.

Teams may be asked to submit an initial roster no later than one week prior to the start of the season. This may be utilized to determine the appropriate competition level for each team, and teams may be asked to switch divisions and/or exclude certain players for competitive reasons. Players may be added at any time after this fact, but participation in any division is subject to the sole discretion of League Officials.

While every effort will be made to accommodate league and competition requests, Legacy Softball seeks to ensure fair and competitive play in all its division and reserves the right to adjust, deny, or otherwise alter the participation of any team or player signed up for play to ensure the overall success of the league and its teams.

All playoff rosters must be approved by the league official, and Legacy Softball reserves the right to deny participation to players and teams not deemed to be fairly competitive for their respective divisions.

Any player on this roster is playoff eligible provided that the player reaches the minimum games played requirement for the given division. Such minimum requirements will be determined on a

division-by-division basis but shall generally be 1/3 of the scheduled league games. All players who have previously played on a team will receive credit for rained out games, or games won by forfeit. Injured or inactive players may receive “attendance” credit in the form of games played if the team manager requests this, and the scorekeeper verifies that the player was at the field for the start of the game. Players leaving before the start of the second game of a doubleheader or arriving after the conclusion of the first game shall receive credit for 1 game played only.

For playoff eligibility, team managers will have the option to apply to the league to add players to the roster to replace injured players or for other considerations, but this request will only be granted in extremely rare circumstances. This request must be made in writing to the league, and the team manager must wait to receive written approval from the league before allowing any new players to participate.

If any illegal player (non-roster, underage, etc.) is found to have played in a game, even after the game is complete, the offending team will forfeit the game, and the team manager and offending player will be subject to suspension for a minimum of one week of play. Repeated infractions will result in additional suspension.

## PROTESTING GAMES

All protests must be made with the umpire at the time of the infraction. The umpire or scorekeeper should initial your scorebook that the protest has been noted, and the game will continue. The team manager must then contact the league, in writing, within 24 hours of the game.

If a manager is protesting an illegal player, the umpire will ask the player in question to produce identification. The player in question will be allowed to finish the game, and the league office will make a forfeit decision after the fact once it is confirmed whether the player was eligible to participate.

Managers may not protest games because of umpire judgment calls. Batting out of order, batting consecutive men in coed, inaccurate scorekeeping and other such instances are not grounds for protesting a game because managers are required to bring these types of things to the umpire’s attention at the field to allow for corrections. Game outcomes will not be changed after the game ends for such errors.

If a manager chooses to protest a game for a legitimate reason (illegal player, non-compliance with rulebook, etc.) they must do so by contacting a League Coordinator by email within 24 hours of the completion of the game. No protests for any reason will be heard after that.

## PLAYERS

Age 18 and over only.

No player is allowed to participate in any game without having completed the online waiver.

If a player participates on two different teams within the same division, that player will be ineligible for playoffs for every team in that division. Exceptions are at the sole discretion of the league director and must be granted in writing.

Managers are required to report any injury to the league within 24 hours of the game.

## UMPIRES

Only the team coach or league coordinator may confer with the game umpire regarding disputed calls or rulebook compliance issues.

Each team is responsible for providing the game umpire with a new ball at the start of each game. These balls will be supplied before the first game of the season. Do not use these balls for practice.

Umpire fees (\$55/double header or \$28 for single games) must be paid in cash before the start of each game.

The amount of break time between games is at the umpire's sole discretion, but should be kept to a minimum.

The umpire is always in control of the game, and all umpire decisions are final.

Arguing of calls or any aggressive behavior towards an umpire will not be tolerated and are subject to ejection and suspension at the sole discretion of league officials and the umpire at the field.

## WARNING/EJECTION/SUSPENSION RULES

Foul or abusive language will not be tolerated!

Taunting or attempting to incite the other team or umpire will be subject to ejection and suspension.

Specific facility-wide rules must also be observed at all times.

Any deliberate attempt to injure or intimidate another player or other member of the other team will be subject to immediate ejection from both games of the doubleheader and a minimum of one week suspension.

Inappropriate behavior on the field may cause an umpire warning. If behavior persists the player/coach will be ejected from the playing field. If the ejected player cannot be replaced resulting in only 7 remaining players, the team must forfeit the game. Players ejected without replacement are an automatic out each time their spot in the lineup comes up. The umpire may elect to eject a player without warning at their sole discretion.

If a player/coach is ejected from a game for any reason in the first game of a doubleheader, they are automatically suspended for the second game. No exceptions.

The league coordinator will determine if suspension from additional future games is warranted.

If a player/coach has been ejected from a game and is subsequently ejected from another game at any time during the remainder of the season for a serious conduct violation, the league coordinator will enforce a mandatory suspension of NO LESS than three future weeks.

However, the league may enforce a longer suspension, including all remaining games, if it is deemed necessary.

Suspended players are suspended from all play, not just the team they were participating with at the time of suspension.

If a player is ejected from a game for the third time in the same season, they are automatically suspended for one year, including all remaining regular season and playoff games, no exceptions.

When a player/coach is automatically suspended from their next scheduled game, the suspension will be enforced on the next scheduled game for their team.

If that game is postponed due to weather or some other circumstance, the suspension will be enforced the next time the team plays.

If at any time physical contact (ex. punches thrown) is made between players, managers or guests, the parties involved will be subjected to immediate suspension and will be banished from all USSSA play, as well as from all Legacy Softball leagues and events, for a minimum of one year from the date of infraction.

Threats of violence, at any level, will not be tolerated. Attempting to incite another person, through name calling, aggressive play, or the like is grounds for suspension. By playing in the league, players agree to be bound by the disciplinary decisions made the league coordinator, who reserves the right to suspend any player for any period of time as they deem necessary to ensure that everyone in the league feels safe and comfortable.

Managers are ultimately responsible for the behavior of the guests and spectators of their team. Guests are also subject to ejection and suspension from Legacy Softball games.

Ejected or suspended players or guests MUST LEAVE THE PLAYING AREA. A player ejected from the game for unsportsmanlike conduct must leave the field and is not allowed to stay on the sidelines and watch.

If a player is suspended for a future game, they are not allowed to come to the field at all, even as a spectator.

The League Director will investigate all incidents or perceived incidents of inappropriate behavior and will have the final and complete power to enforce any disciplinary action as they deem necessary.

All participants should carefully review the Legacy Softball Code of Conduct for an outline of the high standard of conduct required of all players, coaches and guests.

## ALCOHOL, TRASH, AND FIELD MAINTENANCE

No private facility or school, town, county or state park allows the consumption of alcohol at the fields, and umpires will be asked to strictly enforce this rule. Repeat violations will result in automatic termination from the league without refund.

Teams are asked to please clean up after each game. Please do not leave the dugout or parking lot with bottles and trash.

Smoking marijuana is strictly prohibited, and games will result in an immediate forfeit if a team is to be found smoking anywhere near a field of play.

When playing at any turf field, cigarettes and sunflower seeds are strictly prohibited. This includes fields with turf infields and grass outfields, or any other com. Teams will be required to reimburse any fee or fine imposed on Legacy Softball for a violation of this rule prior to their next scheduled game. Legacy Softball reserves the right to pursue claims of liability or loss in the event the actions of any player, coach or team results in the loss of use of a facility, venue, or operating area. Such losses can and will include loss of potential revenue and other harm incurred.

Field maintenance is governed by the rules of each specific complex, and unplayable field conditions or other difficulties should be reported to the League Director, who will coordinate repairs or changes with the appropriate parties. Under no circumstances should players, managers, umpires, scorekeepers, or any other unauthorized party attempt field repairs. Violation of this rule can result in teams being banned from specific fields and/or suspension from the league.

## RAIN OUT PROCEDURES

The league will contact all managers by text message if a game has been cancelled by weather as soon as that decision is made.

The league website ([www.legacysoftball.com](http://www.legacysoftball.com)) will also have up-to-the-minute game status information. Managers and players must be patient and either check the website or wait to hear from the league regarding game status when weather or field conditions are questionable.

As a general rule, we try to play games as often as we can because rescheduling rainouts can be difficult. However, specifically in Brookhaven Town, only the field owner may attempt to prepare a field for game play, which includes pushing or raking puddles. The league and players are not authorized to attempt to clean a field for play.

There is no guarantee that every rained-out game will be made up, but every effort is made to do so. If a game is shortened by weather and is not yet an official game, it will be resumed at a later date.

Both managers must confirm with each other before leaving the field the exact game scenario at the time the game was called. This includes score, inning, number of outs, base-runner positions, batter count, etc. Both coaches must submit this info to a League Coordinator that night.

The League will usually announce within 48 hours of a rainout the date, time and location of the makeup game. In the event that there are no longer available dates for a makeup game, the league may ask that teams play on a different day of the week or time than is normal for the division to give everyone the opportunity to play a full season schedule.

If the makeup game is scheduled on a different date or time than is normal for the division, and either team is unable to play, the league will not penalize the team with a forfeit.

## STANDINGS / PLAYOFFS

Throughout the year and at the end of the regular season, the standings will be updated based on scores submitted by scorekeepers and/or teams.

It is the responsibility of team managers to ensure that standings and scores are reported accurately throughout the season. Scores will not be changed at the end of the season.

In the event that teams finish the season with a different number of games played (for example if some rained out games were not able to be rescheduled) the final standings are based on winning percentage, not total games won or games lost, or anything else.

## Tiebreaker Rules:

### Tie Between Two Teams

- (1) Head to Head Record
- (2) Least Amount of Forfeit Losses
- (3) Overall Runs Allowed
- (4) Overall Run Differential

### Tie Between Three or More Teams

- (1) Least Amount of Forfeit Losses
- (2) Overall Runs Allowed
- (3) Overall Run Differential

The top 4 teams in each division will qualify for playoffs, unless otherwise noted.

In single elimination playoff games, the higher seeded team will be the home team.

In best of three playoff series, the higher seeded team will be the home team for games one and three.

## REFUNDS

Teams will be responsible for the full season league fee once the team is placed on the official schedule.

There are no partial refunds for games not completed due to weather conditions, player or team suspensions, or for any other reason that a team does not complete their season schedule.

## INSURANCE

All team managers are required to inform players regarding the insurance options.

There is no insurance of any kind (medical or liability) included in any fees paid to Legacy Softball.

There is an option to purchase an insurance policy through USSSA that would cover player injuries. Information regarding insurance options is available upon request. It is required that all team managers let their players know that the insurance is optional –and no injury of any kind will be covered directly through Legacy Softball.

Managers should not take it upon yourself to decide whether or not your team wants the insurance. It should be a team decision.

Liability and medical insurance may be purchased at any time and applications (with payment) must be sent to the insurance company directly! Please ask if you need assistance in purchasing insurance – as it is the only way any injury will be covered.

## MANAGER RESPONSIBILITIES

Manager is responsible for timely payment of all fees.

Submission and updates to team roster form.

Responsible for the behavior and conduct of all players.

Submitting scores and ensuring that standings are accurate throughout the season.

Reporting all injuries.

Clean up the dugout and playing area after the game.

Check the league website for weather related game status.

Full understanding of the Legacy rulebook and maintain a copy at all games.

Under no circumstances will a Team Manager allow someone to participate that has not signed a Legacy Waiver form, which has been submitted to the league.

Team Manager will not permit any intoxicated person to participate in any capacity.

Team Manager will ensure that there is no beer, alcohol or illegal drugs present during a game or left behind in the dugout afterwards (including the garbage cans.) When playing at a turf field, the same applies to cigarette butts and sunflower seeds.

Team managers are responsible for the behavior and conduct of all guests of the team.

Only players on the team roster are permitted in the team bench or playing area.

All guests, including family, scorekeepers, friends and all children are strictly prohibited from being near the playing area or team dugout.

Under no circumstances will a Team Manager allow someone under 18 years old to participate in any capacity (including base coach, batboy, etc.)

Team Manager automatically agrees to delegate all of the above stated responsibilities to another person in the event they are unable to attend a game, and let the league know (in writing) who will be assuming responsibility for the team in such an event.

The League Director maintains the right to interpret, add or modify any information in this rulebook at their discretion, at any point during the season.