



## 2018 LEGENDS FIELDS MENS & WOMENS LEAGUE INFORMATION

### Paper work required for Participation;

- **Team Registration-Roster form filled out completely and submitted.**
- **Legends Fields Complex Inclement Weather Policy form signed and handed in.**
- **Alcohol Policy signed by all players on team and handed in.**
- **Team Entry Fee - \$395 must be paid in full prior to 1st game (NO EXCEPTIONS).**

### **1. GENERAL INFORMATION**

Champions Events is the management company for Legends Fields. The Oswego County Softball is based at the Legend's Softball Complex on Churchill Road in Oswego, New York. This is a recreational program that includes all skill levels and will have leagues available for Men and Women. The season begins early May 2018 and culminate at the end of August, weather permitting. Each team will play 14 regular season games. Playoffs for each league will begin at the end of the 14 game season (weather permitting); all teams into playoffs.

### **2. QUESTIONS & UPDATES**

All questions should be directed to Champions Events via the website <http://www.legendfields.com> and/or email at [info@legendfields.com](mailto:info@legendfields.com)

### **3. LEAGUE DAYS**

Mondays: COED Slow Pitch League

Tuesdays: Men's Slow Pitch League

Wednesdays: Men's Fast Pitch League

Thursdays: Women's Slow Pitch League

Fridays: Women's Slow Pitch League & Men's Slow Pitch League

**4. LEAGUE REGISTRATION FEE – LAST DAY TO REGISTER TEAM IS Wednesday MAY 2ND (from 6 pm to 8 pm).**

**5. 2018 Team Entry Fees:** Fast & Slow Pitch Leagues- \$395.00

Forfeit Fee: Fast & Slowpitch Leagues- \$0 at registration / \$50 per occurrence (Paid prior to next scheduled game) All players added after roster is officially submitted will be charged a \$10 add-on fee (NO EXCEPTIONS)

### **6. PARTICIPANT CONDUCT**

Unsportsmanlike actions by a team, player, spectator, coach, or manager will result in appropriate disciplinary action. Any team, team member, manager, or team official may be disqualified for any of the following:

A. Unsportsmanlike conduct.

B. Physical violence, such as an attack on an umpire, Champions Events employee, before, during or following a game.

C. Verbal harassment towards any umpire, Champions Events employee.

D. Any player or manager thrown out of a game and written up. write-ups must be submitted to Justin Arsenault; [justin@championsevents.org](mailto:justin@championsevents.org) within 48 hours.

E. Commission of fraud, such as playing under an assumed name, falsifying an affidavit or roster or giving false information to league officials or umpires.

F. Alcohol & Smoking Policies: As of this Notice; Please refer to the 2018 Legends Alcohol Policy.

NO smoking at Legend's Complex; on the field, in the dug outs or on the bleachers. Designated Parking Lot Only.

### **7. PROFANE LANGUAGE:**

At the Umpires discretion, a player may be ejected for the remainder of the game for the use of profane language. With this ruling the Softball League is attempting to eliminate all loud profane language for the good of the game and to protect spectators that often include young children at these games. Also, at the Umpires discretion, a spectator may be asked to leave the Complex for the use of profane language. If abusive language continues from player, the umpire will then report, ASAP to scorekeeper that this player will sit out for their next two scheduled games.

## **8. DISQUALIFICATION PROCEDURES;**

- A. Hearing: Prior to disqualification, a player must be given an opportunity for a hearing by Champions Events. The player may be suspended until management has rendered his decision.
- B. Notification: The player must be notified in writing of the time, place, and date of the hearing. A player is entitled to an alternate date, if for good cause, the original date is unacceptable.
- C. Rulings: After hearing the evidence, management shall render their decision within 24 hours. The player will be notified, both verbally and in writing, of the decision.
- D. Final Decision: A player may be disqualified for a period of time and cannot be appealed any further.

**9. UMPIRE FEES:** UMPIRE/PLAYER: An umpire/player may not officiate any games within the League in which they participate as a player.

Fees: Fast Pitch- \$35 each for two umpires / Slow Pitch- \$25 each for two umpires (all slow pitch games are mat ball)

\*Restart of a game cancelled because of rain, the umpire will be paid once, not again for makeups.\*

## **10. TEAM ROSTERS:**

A. Original rosters must have at least 12 players, with no maximum number. Players MUST sign the roster / Alcohol Policy Form at the field before the first game that they play. All rosters will be frozen when submitted. After submission, teams must complete an add-on form in order to add each player.

B. Add-ons will be reviewed by Champions Events Management for approval. There will be a \$10 administrative fee for all add-ons. Teams should try to use as many roster spots as possible when rosters are turned in. Add-on players must submit a completed add-on form and the \$10 add-on fee by cash or check. Please keep your receipt as proof of your added player(s).

## **C. AGE ELIGIBILITY:**

As outlined by the Amateur Softball Association all players under the age of 18 must have a liability waiver signed by their legal parent/guardian before their first game played. Teams are allowed to have unlimited number of 16 and 17 year old players on a team. Players under the age of 16 will not be allowed to play in any adult leagues at the Legends Softball Complex for the 2018 Season.

D. All players must be on a team roster or be on an add-on form along with the \$10. Rosters and lineups will be checked and teams playing with an illegal player(s) will have their game forfeited with the penalties as stated below. As always, opposing teams have the right to protest a game if the other team is using an illegal player. (See PROTESTS; below in these rules). If there is a question, a copy of the rosters and add-ons are available at the Complex.

E. The following penalties for use of non-roster players apply.

First offense: Forfeiture of game.

Second offense: Forfeiture of all the offending team's wins up to and including the second offense as well as a meeting with Champions Events Management before the next scheduled game.

Third offense: Forfeiture of game and team suspension from league.

## **11. INDIVIDUAL PLAYER-TEAM RESTRICTIONS:**

A. A player may play on one team in fast, slow and modified. (i.e. if a player is playing Fast Pitch that player may also play on a Slow Pitch team.) The player will be allowed to register in a maximum of three leagues.

## **12. PROTESTS**

Teams wishing to lodge a protest must follow the ASA Protest rule. Teams have 48 hours following the protested game to submit the formal written protest with a \$50 money order to Champions Events. This fee is non-refundable. The protest fee must be included with the formal written protest or it will not be considered valid, NO EXCEPTIONS. Protest Forms can be obtained by Scorekeepers at the main office-concessions building and online at [www.legendfields.com](http://www.legendfields.com).

The protest must be written and include the following:

1. Date, time, field
2. Both Home and Field Umpires' Names
3. Signature of Home Plate Umpire
4. Rules and Sections of League Rules upon which protest is based
5. Decisions and conditions surrounding the protest
6. Pertinent information involved in the protest

### **13. FORFEITS:**

If a team forfeits, it must pay a forfeit fee of \$50. This fee must be paid prior to the next scheduled game to Champions Events, located in the office-Concessions building. You must contact Justin Arsenault (315) 430-0154 or via email @ [justin@championsevents.org](mailto:justin@championsevents.org) OR [casey@championsevents.org](mailto:casey@championsevents.org) to make arrangements for payment. If a team forfeits a 2nd time, the team may be dropped from league membership. Forfeit fees must be paid with either a money order or cash. If a team notifies Champions Events at least three (3) days in advance of their game that they will forfeit, they will be given a loss - but will not be assessed the forfeit fee. If both teams agree to a makeup game, no forfeit fee or loss will be assessed. If a team does not have the umpire fee (in cash in full) by the scheduled starting time, that team will forfeit and the above rules apply. The other team will pick up the win, but will not have to pay the umpire's fee. Any team failing to appear for a game will be charged with a forfeit.

### **14. LIABILITY:**

Champions Events LLC and the City of Oswego will not be responsible for injuries or property damage to any team players, coaches or other participants in all affiliated leagues at its facilities. The participating teams will be provided accident or injury insurance through ASA as part of their League Entry Fee.

### **15. GAME CANCELLATION (Rule Clarification 05/2013)**

Game Cancellation Due to Rain or Darkness: In case of inclement weather, darkness, light failure or any other unforeseen circumstances, 5 innings will constitute a completed game (4.5 innings if the home team is ahead). If the game is not completed, the game will be rescheduled and started over from the point the game was postponed, the umpires will give ½ the fee back and the makeup game the fee will be ½ the usual rate. In playoff games all 7 innings must be finished in order for the game to be complete (unless the mercy rule is invoked) – see Playoff section for details.

### **16. GAME TIE-BREAKERS**

If after 7 innings, the score of the game remains tied, the games will go into extra innings. The player who got the last out in the previous inning will be placed on 2nd base to start each half inning. The process will continue each inning until a winner is determined.

### **17. REGULAR SEASON RECORD TIE-BREAKER FORMAT**

- A. 1st tiebreaker is head to head record
- B. 2nd tiebreaker is head to head runs given up
- C. 3rd tiebreaker is total runs given up throughout the season
- D. 4th tiebreaker is coin flip

### **18. PLAYOFFS**

- A. Playoff games use the same rules as regular season except: Games suspended for rain, darkness, or any other reason will be re-scheduled and resumed at the EXACT POINT where game ended. Although the same line-ups are to be used when the game is resumed, there is no penalty for substitutions legally placed into the line-up at this time. There will not be an extra umpire fee to finish the game.
- B. Post season play will begin as soon as all regular season games are finished.
- C. All teams make the playoffs
- D. Players are only eligible for the playoffs if they have played a minimum of 3 games for that team during the regular season. Games played on a team in another league or division DO NOT count towards total.
- E. The team that finished higher in the regular season will have choice of home or away team.

F. All regular season mercy rules are in effect for every round.

G. Time limit rules will be in place for every playoff game except Championship Games.

H. Playoffs are single elimination – Championship is played in its entirety.

I. At the discretion of Champions Events, the Championship round will be the best 2 out of 3 games, as scheduling permits.

#### **19. SOFTBALLS**

One new and one used softball (300/.52) will be supplied for each game. Please note: it is the responsibility of teams to return any balls hit over the fence to the umpires. Umpires or Champions Events softball staff members or volunteers will not be responsible for retrieving stray softballs. All umpires will be responsible for returning game balls to the scorekeeper booth at the end of the game.

#### **20. FIELD LIGHTING**

Uses of field lighting will be at the sole discretion of Champions Events.

#### **21. SCOREKEEPING & TIMEKEEPING**

The home team will be the official scorekeeper and the umpires will be the official timekeepers. The winning team will be responsible for reporting the results of the game to Champions Events personnel.

#### **22. UNIFORMS**

All teams are strongly encouraged to have matching colored shirts for all league play and playoff games.

#### **23. BLOOD RULE**

Game will stop for injured players and medical care and/or treatment will be administered immediately. Umpire(s) will determine how long game will be on hold. A player or coach who is bleeding or who has blood on his/her uniform shall be prohibited further, until uniform is changed.

#### **24. RAINOUTS AND CANCELLATIONS**

Games will be canceled by the league on rainy days or by the umpires on the field at game time. Teams that do not have the minimum number of players at a game called by the umpires on the field will be given a forfeit (see forfeit rules). Also the following web site will be updated ASAP: [www.legendsfields.com](http://www.legendsfields.com)

#### **25. MAKE-UP GAME SCHEDULING**

Managers will be notified when their makeup game will be scheduled. Makeup games will be fit into the schedule as soon as possible. Weeks following rain outs teams should be prepared to play double headers if necessary. Any team failing to appear for a scheduled make-up game will be charged with a forfeit. Rainout schedules will be provided online at [www.legendsfields.com](http://www.legendsfields.com). League Coordinator will also notify the manager or assistant manager of the rainout schedule.

#### **26. BANNED BATS**

ASA rule 3 Sec. 1-A: All bats must bear the ASA/USA approved certification mark. A list of banned bats can be found at: <http://downloads.asasoftball.com/about/pdf/NonLinearBatThresholds.pdf> (the list is updated throughout the season). Included with the ASA/USA banned bats are the 'grand fathered' bats, also listed on the website. Team Captains must check both lists of banned bats by the first game. There will also be a list of these bats in the score both before all games. There is a link to the banned bats on the [www.legendsfields.com](http://www.legendsfields.com) web site.

#### **27. FOOTWEAR**

Shoes must be worn by all players. Rubber/Plastic Cleats allowed in all leagues. Metal spikes allowed in Fastpitch league only.

#### **28. INSERTION RULE**

The first game will start at 6:00 pm for all Slowpitch & 6:30 pm for all Fast Pitch Games, ensuing games will start immediately following the 1st game, but not before the scheduled start time. The scorekeeper's clock will serve as the official time. There will be a 10 minute wait for late players for the first game if the team does not have the legal number of players to start a game with, no wait for later games.

Legal number of players:

A. Slow Pitch – may start the game 7 players

B. Fastpitch – may start the game with 6 players

C. By the start of the 2nd inning, all teams must have the minimum legal number of players (see below) or forfeit the game. Such forfeiture will constitute a complete game, and the umpires will keep all monies collected. A forfeit (or double forfeit) will be called. i. Slow Pitch- 8 | ii. Fast & Modified- 7 | If another player arrives at the field, that player is eligible to enter the game and must be placed at the bottom of the batting order. The player may enter the game at any time, if there is a stoppage of play. Play will NOT be halted to give the player warm up time, they should enter the game.

## **29. EXTRA PLAYER**

The player entering the game can be entered as a DP, with the batter whose spot they took becoming the defensive only player (FLEX). Players can also be entered as EP's, however must be added to the bottom of the original batting order. The opposing team, umpire, and scorekeeper must be informed of all changes made to the original batting order.

## **30. LOSING A PLAYER DURING A GAME**

If a player is injured during the game, with no substitute available, the spot in the batting order vacated by the injured player will be skipped, without penalty of an out. If the injury occurs while running the bases and the player arrives safely at a base, the player who made the last out for that team is placed on that base. If the injury results in the team having less than the minimum number of players required, the game can be suspended.

A. If a player is ejected during the game, with no substitute available, resulting in the team having less than the minimum number of players required, the game is over and the opposing team is awarded the win.

B. If the ejection results in the team still having the minimum number of players required, then the spot in the order vacated by the ejected player will be an out.

C. If the ejection occurs while running the bases, the ejected player will immediately be called out.

D. Losing a player for the season due to injury If a player is injured and will be unable to play for the remainder of the season, he may be replaced on the team roster, but proof of the injury (a doctor's slip) must be presented to Champions Events.

## **31. TIME LIMITS**

No new inning will start after 55 min for Women, Men and Coed Slow Pitch. No new inning will start after 80 min for FastPitch. The time starts from the first pitch, with the official time residing with the scorekeeper. The time will stop if there is a rain delay or medical emergency. If there is a tie game, the game will be played until there is a winner.

## **32. MERCY RULE**

A. The following run ahead rules will be used for local league play and take effect after 5 complete innings.

Fast pitch – 8 – after 5 innings

Slow pitch – 12 – after 5 innings

B. The ASA mercy rule will be in effect after the game has gone 60 minutes, along with the local run rule:

i. Run Ahead Rule Fast Pitch. 15 runs after three innings, 12 runs after four innings or 8 runs after five innings have been completed (losing team has batted).

ii. Run Ahead Rule Slow Pitch. 20 runs after three innings, 15 runs after four innings, or 12 runs after five innings (losing team has batted).

## **33. HOME RUN LIMITS**

Men- The following home run limits will be used for Slow-Pitch. Any over the fence home run, beyond the limit, is an out.

A. All Leagues – 3 per game.

## **34. JEWELRY**

ASA/USA Rule 3 sect. 6-F: To avoid injury, no jewelry should be worn by men/women.

## **35. SPECIFIC RULES - SLOW PITCH**

A. Starting Pitch Count;

All Slow Pitch Batters will start with a 1-1 pitch count (all Fast Pitch leagues will begin with a 0-0 pitch count).

B. Foul Third Strike call the batter will be called out in the second foul ball hit after the batter has already acquired two strikes.

C. Perceptible Pitching Arc: The ball must be delivered with a perceptible arc and reach a height of at least six (6) feet from the ground and not to exceed a maximum of ten (10) feet from the ground.

D. Third Strike Foul: The batter is out after two (2) strikes and batter fouls the ball.

E. Mat ball: in use for all Slow pitch games. The mat will be provided by the league. If the pitch lands on the plate and/or mat with the appropriate arc, it is a 'strike'. If the pitch does not hit the plate and/or mat or has an 'illegal' arc, it is a 'ball'. The back edge of the mat constitutes the back edge of the batter's box. The mat will also be live to score a run or to get a runner out.