



"GROUND RULES"

I. GENERAL RULES (applicable to all divisions)

- A. Managers, coaches, and team parents shall be background checked; SafeSport trained prior to the start of practices.
- B. Managers are responsible for their coaches, parents, and spectator's behavior. Abusive behavior towards any player, manager, coach, team parent, umpire, parent, or spectator by any individual will not be tolerated and addressed by board members.
- C. Negative cheering by any player(s), parent, manager, team parent or spectator will not be tolerated.
- D. All girls shall be drafted to teams during the spring and fall season of each year by the utilization of the League draft.

II. GROUNDS RULES

- A. The base paths for all divisions will be sixty (60) feet.
- B. All players on the team roster must be placed in the batting line-up (Round Robin batting).

- C. Batting lineups must be on an actual lineup card. Name, jersey number on the initial lineup.
- D. All girls are to play a minimum of every other inning unless injured or unable to play.
- E. Home Team determined on the schedule, whomever is on 3rd base side is the home team. When Interleague games occur, DBGS is always home.
- F. Scores must be kept for all games in 6U, 8U, 10U, 12U and 14U divisions. Both teams are to report scores after the game to the scheduler. Scores must be reported by manager, coach, or scorekeeper after completion of the game.
- G. Ties will be allowed during the regular season in all divisions if the game has reached the maximum innings allowed or the maximum time limit.
- H. In 8U, 10U, 12U, 14U games, mercy rules will be in effect.
- I. Each team must have a minimum of eight (8) players to start the game otherwise that team will forfeit the game. A team may play an entire game with eight (8) players without any penalty. You may borrow players from other teams, to reach your minimum of (8) players. Those players can only play outfield and will hit at the bottom of the lineup. Those games will count as official games. (Exception: If a team does not have any available pitchers or catchers, they may play in that position.)
- J. Players that show up after a game has started may be added to the bottom of a lineup.
- K. Any player arriving after the start of the third inning is ineligible to play in the game.
- L. Players must use USA SOFTBALL approved equipment.
- M. All bats shall be USA SOFTBALL approved.
- N. All girls must wear batting helmets w/ chinstrap (with USA SOFTBALL approved face mask and must be NOCSAE approved) when batting, running bases, in the on-deck circle, and all the way into the dugout. Intentional removal of the helmet during a live ball will result in an out.
- O. Balls used for games and practices will be as follows:
 - a. 10" RIF Level 1 balls will be used for 6U and 8U divisions.
 - b. 11" RIF Level 1 balls will be used for 10U division.
 - c. 12" Dream Seam balls will be used for 12U and 14U divisions

- P. Players are not allowed to wear jewelry or hard hair accessories of any kind except for medical alert bracelets or necklaces. The medical alert bracelets or necklaces must be taped.
- Q. If a participating player is unable to continue playing in a game due to an injury or otherwise, the player will be recorded as an out if they are unable to bat when their place in batting order occurs. Future at-bats will be skipped without penalty.
- R. Courtesy runners are allowed for pitchers and catchers.
(Courtesy runner MUST be last out.)
- S. The team on defense is allowed to have a bucket on the field close to the entrance of their dugout or closer (so that the catcher can visibly see the signals) if a coach is sitting on it. In the umpire's judgment, a DEAD BALL, and a 1-base award to all runners from the time of the violation will be awarded if a ball hits, touches, or bounces off the bucket or coach; or causes the defensive player to pause, scramble which prevents the player from cleanly playing the ball, because of the field obstacle, be it the bucket or coach. The use of the bucket is a "privilege" that will be taken away if a manager or coach elects to verbally abuse (conduct themselves in an unsportsmanlike manner) the umpire(s) or any other member of the opposing team. Defensive teams are allowed no more than 1(one) coach on the field of play. All other coaches must be inside of the dugout.
- T. There will be NO coaching from the stands. Any managers and coaches that are not in the coaching boxes while their team is at bat or on the bucket while their team is in the field must be in the dugout.
- U. Ten (10) players will play on defense for 6U and 8U only. Nine (9) players will play on defense for 10U, 12U and 14U.
- V. Music can be played during pregame warmups and walk-up songs are ok as well. Music between innings is permitted by the team that is on offense (at bat) only.
- W. All Ground Rules will be superseded by tournament specific rules.

III. DIVISION RULES

6U Division

- A. Games are limited to one (1) hour ten (10) minutes drop dead or 5 innings, whichever occurs first.
- B. Five (5) runs max limit per half inning.
- C. Pitching distance shall be thirty feet (30). The player acting as the pitcher shall stand anywhere behind the pitching rubber with at least one foot in the circle while the adult pitcher is pitching. (Players may not pitch the ball to a batter). A coach pitcher must have ONE foot on the rubber while pitching.
- D. There will be a 15-foot arc in front of home plate extending from the first base line to third base line. If a ball is hit and does not pass this line is considered a foul ball.
- E. The catcher must remain in a defensive position until the ball is hit.
- F. No base stealing is allowed. All base runners are to remain on the bases until the ball is hit. If a runner is off the base when the ball is hit, the ball is dead, the runner returns to the base and the batter bats again.
- G. All at-bats will start out as coach pitch. Three (3) coach pitches, then the batter will have two (2) swings off the tee until the ball is put in play or the player is declared out. (Batters that foul off the last coach pitch will be awarded an additional pitch, until the ball is put in play or the batter swings and misses.)
- H. Tee use will be allowed until **WEEK 5**. At **WEEK 6 ALL players MUST hit off coach pitch**. Players are allowed (3) three Coaches pitches until the ball is put into play or the player is declared out. (Batters that foul off the last coach pitch will be awarded an additional pitch until the ball is put in play or the batter swings and misses, resulting in an out.)
- I. One base awarded if the ball is put into play from a hit off the tee.
- J. One base awarded on overthrow to (1st) first base.
- K. On a hit ball, base runners are stopped once the ball is thrown and enters the pitching circle. (The pitcher does not need to have control of the ball in the circle.) If base runners have already passed the halfway line to the next base, they can advance to that base.

- L. A maximum of two adults will be allowed on the field during the season to help guide the players with making defensive plays. They are not allowed to touch the ball or interfere with the play. Coaches MUST remain behind the outfielder.
- M. The outfield shall be considered any area (10) ten feet beyond and behind the base paths between 1st and 2nd bases and 2nd and 3rd bases. (On the grass line.)
- N. Umpire/Coaches will determine if an overthrown ball has gone out of play. Upon determining that a ball is out of play, base runners that have already passed the halfway line to the next base can advance to that base.
- O. The Infield Fly rule will not be in effect.
- P. No mercy rule in effect.

8U Division

- A. Games will be limited to a maximum of six (6) innings or (1) one hour and twenty (20) minutes no new inning, with drop dead occurring at (1) one hour and thirty (30) minutes. Games can end in a tie unless it is a playoff or championship game where there must be a winner.
- B. Five (5) runs max limit per half inning.
- C. Mercy rule is in effect: 12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings.
- D. Standings will determine a team's seeding in the playoff brackets.
- E. The pitching distance shall be thirty (30) feet.
- F. **Pitchers will be limited to a maximum of nine (9) pitching outs per game for both spring and fall seasons.** This will remain in effect throughout the playoffs. (Note: If the maximum number of outs for a pitcher is recorded during the middle of an at bat, due to base running out, the pitcher will finish the at bat without penalty.)
- G. Illegal pitch penalties will be in effect from the start of both spring and fall seasons.
- H. A fake throw by the pitcher is considered a play on the runner.
- I. Coach pitch will happen after 4 balls. The coach pitches the remaining strikes. Foul ball on the last coach pitch receives an additional pitch until the ball is put in play or strike out. The coach must have one foot on pitching rubber during coach pitch.

- J. Coach pitch after ball 4 will be taking place through **WEEK 5** of the season. After that walks will be allowed.
- K. **Week 6, walks will be allowed throughout the rest of the season. Four balls result in a walk. Coach pitch will be allowed only after two consecutive walks or when the bases are loaded and the pitcher throws four balls.**
- L. **A player cannot be awarded home plate on a walk.**
- M. During a coach pitch, the opposing team's catcher must remain in the catcher's crouch.
- N. The pitcher who pitched ball four must be the same player who stands in the circle for the coach pitch. (Exception: substitutions for an injured player).
- O. The defensive player (pitcher) shall stand anywhere behind the pitching rubber with at least one foot in the circle while the adult pitcher is pitching. When a ball is pitched by an adult pitcher, the opposing team's pitcher must remain behind the rubber until the ball is hit. If the opposing team's pitcher moves in front of the pitching rubber before the ball is hit, a "Dead Ball" play is called, and the batter returns to the plate and all runners return to their original base. Only one foot is required to be in the circle.
- P. If a batted ball strikes the coach pitcher and the coach interferes with the play a "Dead Ball" is called, and the batter returns to the plate and all runners go back to the last base achieved.
- Q. Base stealing will be allowed for the entire season. Stealing will be as follows: one base per pitch, and a closed home plate. Players may not leave the base until the ball leaves the pitcher's hand. Players can only cross home on a batted ball or if awarded. No stealing while coach pitch is taking place.
- R. Batters/runners may only advance (at their own risk) to 2nd base on any initial play at 1st base. All other runners may advance additional bases (at their own risk) on any initial play at 1st base.
- S. Any initial play elsewhere in the field is LIVE if within the confines of the field of play. Any runner who is off a base past their allowable movement is subject to being tagged out. Any runner achieving safely a base past their allowable movement will be put back to the correct base when all play has ended. Umpire will not stop the play until the ball is back with the pitcher in the circle.
- T. Ten (10) players are used on defense, six (6) in the infield and four (4) in the outfield.

- U. Outfielders and the 10th player must remain behind the base line until the ball is hit, or a play is made on a runner.
- V. No player except the catcher shall start in a defensive position closer than 25 feet to home plate, measured from the front side of the plate anywhere between 3rd baseline and the 1st baseline.
- W. There will be no infield fly rule or drop third strike rule throughout the season or playoffs.
- X. Bunting will be allowed throughout the entire season (except during coach pitch).
- Y. Home is closed.

10U Division

- A. Games will be limited to a maximum of six (6) innings or (1) one hour and twenty (20) minutes no new inning, whichever occurs first. There will be NO DROP DEAD. Games can end in a tie unless it is a playoff or championship game where there must be a winner.
- B. Pitching distance shall be thirty-five (35) feet.
- C. Five (5) runs max limit per half inning.
- D. Mercy rule is in effect: 15 runs after 3 innings, 12 runs after 4 innings, and 8 runs after 5 innings.
- E. Nine players are used in the defensive positions (six in the infield, and three in the outfield), with open substitution allowed throughout the game.
- F. The infield fly rule will be in effect. With runners on 1st and 2nd or 1st, 2nd & 3rd with less than 2 outs, if the batter hits a fly ball in the infield and the ball can be caught, the batter is automatically out.
- G. Pitchers will be limited to a maximum of twelve (12) pitching outs per game for both spring and fall seasons. This will remain in effect throughout the playoffs. (Note: If the maximum number of outs for a pitcher is recorded during the middle of an at bat, due to base running out, the pitcher will finish the at bat without penalty.)
- H. Base stealing and lead offs are allowed only after the release of the pitch. Runners can advance more than one base at a time.

- I. No coaching allowed on the field defensively except for one coach allowed on the bucket near the dugout.
- J. Home Plate is open.
- K. Dropped 3rd strike will be in effect.

12U Division

- A. Games will be limited to a maximum of seven (7) innings or one (1) hour and twenty (20) minutes no new inning, whichever occurs first. There will be NO DROP DEAD. Games can end in a tie unless it is a playoff or championship game where there must be a winner.
- B. Pitching distance shall be at forty feet. (40).
- C. Five (5) runs max limit per half inning.
- D. Mercy rule is in effect: 15 runs after 3 innings, 12 runs after 4 innings, and 8 runs after 5 innings.
- E. Pitchers' outs are unlimited.
- F. Nine players are used in the defensive positions (six in the infield, and three in the outfield), with open substitution allowed throughout the game.
- G. No coaching allowed on the field defensively except for one coach allowed on the bucket near the dugout.
- H. Infield fly rule will be in effect. With runners on 1st and 2nd or 1st, 2nd & 3rd with less than 2 outs, if the batter hits a fly ball in the infield and the ball can be caught, the batter is automatically out.
- I. Home Plate is open.
- J. Dropped 3rd strike will be in effect

14U Division

- A. Games will be limited to a maximum of seven (7) innings or one (1) hour and twenty (20) minutes no new inning, whichever occurs first. There will be NO DROP DEAD. Games can end in a tie unless it is a playoff or championship game where there must be a winner.
- B. Five (5) runs max limit per half inning.
- C. Mercy rule is in effect: 15 runs after 3 innings, 12 runs after 4 innings, and 8 runs after 5 innings.

- D. Pitching distance will be forty-three (43) feet.
- E. Pitching outs are unlimited.
- F. Players within this division will be allowed to wear metal cleats.
- G. No coaching allowed on the field defensively except for one coach allowed on the bucket near the dugout.
- H. The infield fly rule will be in effect. With runners on 1st and 2nd or 1st, 2nd & 3rd with less than 2 outs, if the batter hits a fly ball in the infield and the ball can be caught, the batter is automatically out.
- I. Home Plate is open.
- J. Dropped 3rd strike will be in effect.