

2019 DGIL Fall Rules

Unless noted below USSSA rules are in effect

GAME INFORMATION

1. Birth Certificates are required for each player in case of any question related to age. If no birth certificate is produced, that player will sit the rest of that day.
2. Please have your team ready to start fifteen (15) minutes prior to scheduled start of your game.
3. Players are allowed to play on more than one team, but not in the same age bracket.
4. Home team determined by coin flip. Clock will start at first warm up pitch.
5. No new inning will start after 65 minutes. Position games will have a drop dead time of 75 mins to keep the games moving. Six (6) innings constitutes a complete game. Position weeks can end in a tie. International Tie Breaker will only be used during bracket play the final weekend.
6. 10U/12U ONLY - Five (5) runs per inning for the first 2 (two) innings, open inning to begin with the 3rd inning.
7. Run rule - 12 after 3, 10 after 4 and 8 after 5 innings.
8. Dugout is to be PICKED UP after you are done playing.
9. Home plate umpire can request a base umpire, to be supplied by the Home team.
10. ALL UMPIRES DECISIONS ARE FINAL! NO PROTESTS!

EQUIPMENT

8. Batting helmets with face guards and chin straps are mandatory.
9. All infielders must wear face mask. Umpire to stop play until they are worn or player must be removed from position.
10. No baseball bats allowed.
11. Steel/Metal Spikes are allowed for 14U only
12. Optic 12" yellow softball will be used – except 10U which will use an 11" ball

FIELDING

12. Eight (8) players required to start a game. 9th player will result in an out if not available to bat.
13. 10U/12U Teams can play ten (10) or nine (9) players, but NO infield rover.
14. 14U Teams will play nine (9) players
15. Free substitution at all levels, coaches are encouraged to bat full roster,
16. 12U/14U Infield fly rule will be used - 10U will not use infield fly
17. 10U Home plate is closed. Can get runner out who is between 3rd and home. If runner has crossed home, she can go back to 3rd.

18. 10U - If catcher throws to a base on a lead off, a tag is required, and runners are allowed to advance on a bad throw.
19. No infield practice is allowed. Game warm ups must be behind the bases or in the outfield.

PITCHING

20. Pitching distances (coaches MUST verify) 10U – 35', 12U – 40', 14U – 43'
21. Pitchers may pitch unlimited innings.
22. 10U only – (3) walks will be allowed per inning – after (3) walks are filled and a pitcher throws (4) balls to a batter, the coach must step in to pitch (3) pitches max (must be hittable pitch or unless last pitch is a foul tip). The strike count remains. While the coach is pitching, a batter may strike out, but no walks will be allowed. The (3) walks do not need to be consecutive, for example, it could go as follows – walk, hit, hit, walk, walk, coach pitch.
23. New pitchers will get five (5) warm up pitches to start the game and three (3) warm up pitches between innings.
24. If pitched ball hits ground, then batter, it is a dead ball and base is awarded. Player must make attempt to move out of the way.
25. Look back rule is in effect for 12U and 14U.
26. Pitchers motion must start with both feet in contact with the rubber, no step back is allowed. If step back happens on a pitch, the result will be a ball awarded to the batter.

BATTING

27. Teams can bat their entire roster. IF batting full roster, an injured player is allowed to leave the game without penalty (no out is recorded). Re-entry is not allowed.
28. Courtesy runner will be last out for injury, pitcher and/or catcher. If a catcher is on base with two (2) outs, she must be substituted by the last out.
29. 10U no dropped 3rd strike - Stealing is allowed, home plate is closed
30. On dropped 3rd strike when runner can take 1st base, is only out if she enters dugout.
31. Coaches may not contact runners as they are running the bases while a play is in progress.