

DGIL – A LEAGUE SOFTBALL

Game Day	Game Time(s)	Games Per Week	Type of Play
Mondays	5:30, 6:45, 8:00 p.m.	2 games	Player Pitch

All games will be played by USSSA rules, with any exceptions in **RED** font.

Complete USSSA Rulebook can be found at iafastpitch.ussa.com/rules/ under "USSSA Rulebook" and "A/B/Open Rules"

Game Information

1. All games need to start on time.
2. Players or coaches will meet at home plate with the umpire to determine home and visitor.
3. No new inning after 60 minutes. Drop dead time of 75 minutes.
4. Five innings is a complete game.
5. Inning Run Limits: 5 run limit per inning for first 3 innings. Open inning starts in the 4th.
6. Run Rules: 15 runs after 3 innings. 10 runs after 4 innings.
7. Base length - 60 feet with safety base at first.
8. Eight (8) players are required to start a game. Teams may add players to the end of the line-up.
9. Substitute players must be a registered DGIL Summer League player and from B league. Player cannot pitch. Failure to adhere to this rule will result in a penalty for the team/coach.
10. A home plate umpire is provided. All umpire decisions are final.

Batting & Baserunning

11. Bat the entire roster of players.
12. It is an out if the 9th batter's turn comes up and is not there to bat. If a player leaves mid-game and the roster is now below nine, that player's spot will now be an out each time her at-bat comes up.
13. Courtesy runner is allowed for pitcher and catcher at any time. The courtesy runner will be designated as the last player to have made an out that is not the pitcher or catcher.
14. Dropped 3rd Strike: First base must be unoccupied OR there are two outs. Batter can run to first and catcher must make a throw in time for batter to be out or have tagged the batter. Batter is out if more than 4 steps are taken toward dugout rather than 1st base - umpire discretion. Baserunners can advance.
15. Leading off is allowed once the ball is released from the pitcher's hand.
16. Baserunners may advance on an overthrow or wild pitch.
17. Once the ball enters the circle, any baserunner(s) must choose a direction. Baserunner may attempt to advance if a play attempt is made at any base or the pitcher leaves the circle or drops the ball.
18. Hit by pitch - batter must make an attempt to move out of the way to receive first base.
19. Bunting is allowed. **If the batter shows a bunt, they may not swing away.** Slap hitting is legal and not considered a bunt.
20. Home is open. Stealing is allowed.
21. **No hitting into the fences for batting practice.**
22. Sliding is STRONGLY ENCOURAGED for a close play at any base (except 1st).

Fielding

23. Teams can play with 10 fielders. No infield rover. No player should sit consecutive innings.
24. Play stops when the ball is in the circle.
25. No back-up catcher.
26. Infield fly rule will be used and is a judgment call by the umpire. (Only used when less than two outs, and runners on first and second and/or third.)
27. No infield practice is allowed. Warm-up must be behind the bases, in foul territory or in the outfield.

Uniforms & Equipment

28. See Uniforms & Equipment Document.

Pitching (See pitching document for additional information.)

29. Pitching distance: 43 feet (Measured from tip of home plate to front of pitching rubber.)
30. Pitcher may start with two feet in contact with the rubber, with the plant foot behind the rubber, or taking a step back with the plant foot.
31. Player can pitch six innings in a night (or three innings if only playing one game). One pitch thrown constitutes an inning.
32. A High School Varsity pitcher may play but CANNOT pitch in DGIL Summer League.

Scorekeeping

33. Home team will be the official scorekeeper and responsible for turning in scores after games.
34. *For Drop-Dead time situations ONLY.* For scoring purposes, revert back to the end of the last full inning, unless the home team has tied the game or taken the lead when time expires. In the event of the home team tying the game or taking the lead, the score will stand as is when time expired. Games can end in a tie.

Modifications for DGIL End of Season Tournament ONLY

35. High seed is always home team and will be noted on bracket.
36. Pitching - No inning cap per game. We trust that you will do what is in the best interest of the players for their safety.
37. No new inning after 1 hour 10 minutes
38. Championship games (including consolation) will play all 5 innings - no time cap