

DGIL – C LEAGUE SOFTBALL

Game Day	Game Time	Games Per Week	Type of Play
Tuesday/Thursday	5:30 and 6:45 p.m.	2 games (doubleheader)	Player Pitch (Coach Assisted)

All games will be played by USSSA rules (C Rules), with any exceptions in RED.

Complete USSSA Rulebook can be found at iafastpitch.ussa.com/rules/ under "USSSA Rulebook" and "C 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.
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 D 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 she 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. Baserunners may only advance one base per pitch on a ball not put in play by contact.
15. Batters may not advance on a dropped 3rd strike. Baserunners may advance one base.
16. Leading off is allowed once the ball is released from the pitcher's hand.
17. Baserunners may advance as far as 3rd on an overthrow or wild pitch.
18. Once the ball enters the circle, baserunners 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.
19. Hit by pitch - batter must make an attempt to move out of the way to receive first base.
20. Bunting is allowed, except when a coach is pitching. If the batter shows a bunt, they may not swing away. Slap hitting is legal and not considered a bunt.
21. When a ball enters a dead ball zone, baserunners are awarded one additional base.
22. There is no stealing home. There are only four ways to score:
 - a. Bases loaded walk.
 - b. Bases loaded hit by pitch.
 - c. Batted ball in play.
 - d. Ball entering dead ball area. (i.e. dugout, goes over perimeter fence, stuck or under a fence)

- 23. No hitting into the fences for batting practice.
- 24. Sliding is STRONGLY ENCOURAGED for a close play at any base (except 1st).

Fielding

- 25. Teams can play with 10 fielders. No infield rover. No player should sit consecutive innings.
- 26. Play stops when the ball is in the circle.
- 27. Back-up catcher must be a coach or parent and not touch a live ball.
- 28. No infield practice is allowed. Warm-up must be behind the bases, in foul territory or in the outfield.

Uniforms & Equipment

- 29. See Uniforms & Equipment Document.

Pitching (See pitching document for additional information.)

- 30. Pitching distance: 35 feet (Measured from tip of home plate to front of pitching rubber.)
- 31. 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.
- 32. Player can pitch four (4) innings in a night (or two innings if only playing one game). One (1) pitch thrown constitutes an inning.
- 33. *Coach Pitching:* A pitcher can walk three batters per inning. After that, if a pitcher throws four balls to a batter, the coach must step in to finish pitching to that batter. The strike count remains and the batter can either strike out or put the ball in play. A hit batter may also be counted towards the three. If any combination of hit or walked batters reaches three in an inning and a 4th batter is hit by a pitch, it is umpire/batter discretion.

Scorekeeping

- 34. Home team will be the official scorekeeper and responsible for turning in scores after games.
- 35. *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

- 36. High seed is always home team and will be noted on bracket.
- 37. Pitching - 3 inning cap per game. We trust that you will do what is in the best interest of the players for their safety.
- 38. No new inning after 1 hour 10 minutes
- 39. Championship games (including consolation) will play all 5 innings - no time cap