

## DGIL – D LEAGUE SOFTBALL

Game Day	Game Time	Games Per Week	Type of Play
Tuesday/Wednesday	5:30 or 6:45 p.m.	1 game	Coach Pitch

### Game Information

1. All games need to start on time.
2. Time cap of 60 minutes from original start time.
3. Base length - 45 feet if on Field 5; 60 feet if on Field 1/2/3/4.
4. Home/Away - Players flip or play rock/paper/scissors.
5. No umpires. Coaches make calls on fair/foul and out/safe.

### Batting

6. Coach throws four (4) pitches to the batter. If no hit on the 4th pitch, use T-stand.  
(Recommended: Take four (4) balls with you then have them thrown back to you after the batter.
7. Three (3) outs or five (5) runs per inning.
8. No stealing bases. Leading off is allowed once pitch is released.
9. If the fielder has yet to reach the ball and/or no attempt to throw, one (1) extra base may be taken. Once a fielder has the ball and makes an attempt to throw the play is over.
10. No hitting into the fences for batting practice.
11. Last batter of the inning runs all the bases.

### Fielding

12. All players will play the field in the designated softball positions. Extras may play in the outfield but only five players on the infield.
13. Players should be rotated through each position throughout the season.
14. Catchers need to wear all protective gear including catcher's mask - not a batting helmet or fielding mask.
15. Coaches allowed on the field as needed for instruction.

### Uniforms & Equipment *(also see Uniforms & Equipment document for more information)*

16. Shirt and pants/shorts determined by coach.
17. Required but not provided by DGIL - glove, batting helmet with cage and chin strap, and fielding mask
18. DGIL provides bats and balls (11 inch softies) for each team to use for the season.
19. DGIL provides the T-stand for use as needed during games (located in the shed).
20. Optional - batting gloves, cleats (no metal spikes)