

# Dubuque Girls Independent League Softball (DGIL)

## Rules & Information | 2019

	A	B	C	D	E
<b>LEAGUE &amp; GENERAL GAME INFORMATION</b>					
<b>Game Days</b>	Mondays	Wednesdays	Tuesdays and Thursdays	Tuesdays or Wednesdays	Mondays or Thursdays
<b>Game Times</b>	6:00 p.m. & 7:15 p.m.	5:30, 6:45 & 8:00 p.m.	5:30 p.m. or 7:00 p.m.	5:30 p.m. or 6:45 p.m.	5:30 p.m. or 6:45 p.m.
<b>Games Week</b>	2	2	2	1	1
<b>Game Starts</b>	Game time starts when the first warm-up pitch is thrown. All games need to start on time. If one game has a brief rain delay, it will still end at originally scheduled time.			All games need to start on time. If one game has a brief rain delay, it will still end at originally scheduled time.	
<b>Game Length</b>	5 inning game Drop dead time of 1 hour, 20 minutes			Drop dead time of 1 hour, 15 minutes	
<b>Practices</b>	Determined by Coach. Field Rental is available at DGIL for teams for 4 weeks starting April 8. It is \$20 for all 4 weeks.				
<b>Fields</b>	F1, F2, F3, or F4			F1, F4 or F5 (F5 is preferred for games)	
<b>Base Length</b>	60 feet apart. Safety bases will be used.			45 feet apart on F5. 60 feet apart on F1 & F4. Extra bases provided to make F1 & F4 smaller. Safety bases will be used.	
<b>Pitching Distance</b>	43 feet	40 feet	35 feet	N/A	
	Measure tip of home plate to front of pitching rubber.				
<b>Inning Run Rule</b>	5 runs per inning for first 3 innings. Open inning to begin with the 4th inning.		<b>5 runs per inning</b>	3 outs or 5 runs. No walks. After 4 pitches, use T-stand.	Use T-Stand and bat entire line up each inning. No walks.
<b>Mercy Rule</b>	12 runs after 4 innings. 10 runs after 5 innings.			None	
<b>Home/Visitor</b>	Disregard schedule. Coaches/players flip.				
<b># of Players Required</b>	Eight (8) players are required to start a game. It is an out if 9th batter does not bat. Teams can play ten (10). NO infield rover.			No current rule.	
<b>Substitute Players</b>	Must be registered DGIL player from a B league team. Player cannot pitch, but may catch.	Must be registered DGIL player from a C league team. Player cannot pitch or catch.	Must be registered DGIL player from a D league team. Player cannot pitch or catch.	Must be registered DGIL player from an E league team.	Must be registered DGIL player from another E league team. No higher league player allowed.
	<b><i>Under no circumstances can a player outside of the league sub in any game. Failure to adhere to rule will result in penalty for team/coach.</i></b>				
<b>Umpire(s)</b>	1 Home Plate Umpire (provided by DGIL). A base ump will be provided by the HOME team at each game. Umpire must be 16+. ALL UMPIRE DECISIONS ARE FINAL.			Not used. Coaches make fair/foul and safe/out calls.	
<b>Coaches</b>	<b>Need to stay with in the constraints of the dugout. Only 1 coach can be outside of the dugout, within those constraints, at any time.</b>			Coaches are allowed on the field as needed to provide instructional support.	
<b>Coach/Parent Conflict</b>	On 1st of 2nd incident with coach/parent, game suspension may result. 3rd issue of conflict, parent/coach can be banned from complex.				

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<b>EQUIPMENT &amp; UNIFORMS</b>					
<b>Uniform</b>	Uniform pants or shorts, jersey, and socks are player responsibility. Contact your Coach for more information for your team.				Shirt provided by DGIL
<b>Cleats</b>	Not required. No steel/metal spikes allowed.				
<b>Batting Helmets</b>	Helmet with face guard is MANDATORY. Chin straps strongly encouraged. DGIL does not provide, ask your coach if team provides or player provides.			Helmet required. <b>Face guard strongly encouraged and will be required in 2020.</b> DGIL does not provide, ask your coach if team or player provides.	
	Any player on deck, batting or running bases must wear a helmet at all times.				
<b>Glove</b>	Parent/Player responsibility.				
<b>Infield Masks</b>	Required for any player playing infield. Umpire to stop play until they are worn or player is removed from position. <b>For 2020, all players on the field regardless of position will be required to wear a face mask.</b>			Not required but strongly encouraged. <b>For 2020, all players on the field regardless of position will be required to wear a face mask.</b>	
<b>Catcher's Equipment</b>	DGIL does NOT provide equipment. Team/player is responsible.			DGIL provides, ALL gear required.	None
<b>T-stand</b>	Not used for games			DGIL provides	
<b>Bat</b>	No baseball bats allowed. See acceptable bat usage on DGIL Website.				
<b>Ball</b>	Optic 12" yellow softball		11" yellow softball (NOT Softie)		11" yellow Softie Softball
	DGIL provides game balls.			DGIL does NOT provide.	
<b>Scorebook</b>	Each team is responsible for keeping track in a score book. If a team is caught batting out of order, it is an automatic out.			No current rule	

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<b>PITCHING RULES</b>						
<b>Who pitches?</b>	Player, see rules below			Coach pitches from 30 feet or closer. Player will play pitcher beside coach. Coach is to move out of the way of the ball.	T-stand. If a player's skill level warrants it, the coach may pitch to their own team. Max of five (5) pitches per batter.	
<ul style="list-style-type: none"> <li>• Pitcher's motion must start with both feet contacting the rubber. Penalty for not starting with both feet on the rubber: The batter will be awarded a ball.</li> <li>• Pitcher CANNOT step backwards. Penalty for stepping backwards on a pitch: The batter will be awarded a ball.</li> <li>• <b>Pitchers can pitch 6 innings in a night in A &amp; B. In C league, pitchers can only pitch in three (3) innings. One (1) pitch thrown constitutes an inning.</b></li> <li>• Five (5) warm-up pitches to start the game or when enters game and three (3) warm-up pitches between innings.</li> <li>• If a pitcher pitches for her Varsity High School Team, she is still allowed to pitch in the DGIL League.</li> <li>• If a pitcher hits 3 batters during an inning, that pitcher must be removed from pitching. The ball must hit the batter in the air. A ball that hits the ground first, it does not count against the pitcher in this case.</li> <li>• <i>C LEAGUE ONLY: A pitcher can only walk 3 batters per inning. After that, if a pitcher throws four (4) balls to a batter, the coach must step in to pitch three (3) pitches max that are hittable or unless last pitch is a foul tip. The strike count remains. A batter may strike out but no walks will be allowed when the coach is pitching. A hit batter is also counted towards the 3.</i></li> </ul>						

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<b>OFFENSE INFORMATION</b>					
<b>Roster</b>	Teams will bat their entire roster. <b>A player late to the game may enter at anytime and will be added to the bottom of the line-up to hit. If a player leaves mid-game and the roster is now less than 9, that player's spot will now be an out each time her at-bat comes up.</b> <i>E League Only: Last batter will run all the bases.</i>				
<b>Coaches</b>	Coaches may not come into contact with runners while a play is in progress.			No current rule.	
<b>Time between pitches</b>	Batter has max of 10 seconds between pitches to be in the batter's box and ready for the next pitch. <b>Batter must keep one foot in batter's box between pitches.</b>			No current rule.	
<b>Hit by a pitch</b>	If pitched ball hits batter in the air, it is a dead ball and the batter is awarded first base. If the ball bounces, the batter must make an attempt to move out of the way. If the batter does not attempt to move, the base is not awarded.			No current rule.	
<b>Bunting</b>	Allowed. If the batter shows a bunt, player may NOT swing away. If the batter shows a bunt and then swings, the batter is out.  Slap hitting is not considered a bunt.	Bunting is allowed except when coach is pitching.		No current rule.	
<b>Walks</b>	Allowed		A pitcher can only walk 3 batters per inning. After that, if a pitcher throws four (4) balls	No walks. After 4 pitches, use T-stand. COACHES: Take 4 balls with you each inning.	No walks. Must hit ball.
<b>Dropped 3rd strike</b>	Batter can run to first and catcher must make throw in time for batter to be out. Batter is out if more than 4 steps are taken and not toward 1st base. Umpire discretion, must call out immediately. Only with bases loaded and 2 outs can the batter advance to first as well as any base runners can advance one base on a dropped third strike. A pitch that bounces and the catcher fields cleanly is not considered a dropped pitch. Catcher may throw to first baseman using the orange safety bag to make the play.		Not allowed		
<b>Throwing the bat</b>	If batter throws the bat and makes contact with the catcher or the umpire, umpire can make decision to call the batter out. May issue warning on first instance.			No action taken. Coach needs to address immediately with the player.	
<b>Stealing</b>	Allowed. More than one base is allowed on an overthrow. Home plate is open.	<b>Allowed. More than one base is allowed on an overthrow. Home plate is CLOSED.</b>		Not allowed	
<b>Catcher throwing to a base</b>	If catcher throws to a base and the runner returns to the base they started at, the runner MUST be tagged to obtain the out.				
	Runners can advance on an overthrow. Home plate is open.	Runners can advance on an overthrow except to Home. Home plate is CLOSED.	If catcher throws to a base, the runner MUST be tagged to obtain the out. Runners CANNOT advance on a bad throw.		N/A

<b>Extra Bases</b>	If there is an overthrow at first base, the runner can proceed to second and continue to third if she believes she has time.	If there is an overthrow at first base, the runner can proceed to second and continue to third if she believes she has time. Home is closed.	The runner can advance one base on an over throw and they need to stop at that base. If the ball is overthrown at that base in an effort to get them out, then the runner may proceed to the next base. The runner cannot just keep running before the ball is overthrown. Home is closed.	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, assuming the batter-runner has reached first base. Otherwise one (1) base at a time per hit. A ball hit over F5 fence is a homerun.
<b>Leading Off</b>	Runners cannot lead off until the ball leaves the pitchers' hand.		Runner can lead off as soon as ball leaves pitcher's hand, but must return to the base prior to catcher throwing the ball to the base and beating the runner back to the base, or the runner is out. <b>Fielder MUST tag runner unless it s a force out</b>	Not allowed
<b>Passing another base runner</b>	A base runner that passes another base runner on the base paths is automatically out and other runners must go back to previous base.			Explain to the player and place on correct base.
<b>Stealing home plate?</b>	Open	<b>Home plate is closed. Player must go back to 3rd. If the runner runs out the baseline, she will be called out.</b>	Home plate is closed.	Not applicable
<b>Play Stops</b>	Play stops when the ball is in the circle. Runners must choose a direction.			
<b>Sliding</b>	Runners MUST slide anytime there is a play at the bag (outside of first base). Umpire discretion.			No current rule.
<b>Look Back Rule - A LEAGUE ONLY</b> - When a batter gets a hit, play is live until a player has possession of the ball in the 8 foot radius around the pitcher's mound. Once possession is made, all runners may only stop once, but then must immediately return to the base or advance to the next base. Failure to immediately <b>RETURN NON-STOP</b> to the base or proceed to the next base will result in the runner being called out. Once a runner stops at a base for any reason they will be declared out if they leave that base. EXCEPTION: The runner will not be declared out if a play is made on her or another runner. (A fake throw is considered a play.)				

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<b>FIELDING INFORMATION</b>					
<b>Line-Up</b>		Teams will bat their entire roster. No player can sit out consecutive innings.		Teams bat their entire roster. All players will play defense.	
<b># playing the Field</b>	Eight (8) players are required to start a game. It is an out if 9th batter does not bat. Teams can play ten (10) or nine (9) players, but no infield rover. Outfielders must be positioned on the grass.			All players will play the field every inning. No more than 5 players will play on the infield before the ball is hit. Players should be rotated through positions.	
<b>Coaches</b>	Not allowed on the field. Must stay in or near entrance of dugout.			Coach can be on the field to give instruction but should not interfere with the play. If accidental, continue play.	
<b>Catcher</b>	Player must wear all catching equipment when playing the position. C ONLY: Back-up catcher must wear a helmet with face guard and cannot touch a "live" ball.			Player must wear all catching equipment when playing the position.	No player catcher. Coach must be at the T-stand.
<b>Back-up Catcher</b>	No back-up catcher allowed.		Must be used (Coach or parent/sibling age 16+), but only for passed balls. Cannot touch a live ball.	Back-up catcher can be used (coach, parent, older sibling) but only for pass balls. Must be age 16+.	N/A
<b>Base Paths</b>	If there is not a play, defensive players shall not stand in the base paths or near the base. Offensive player must be given path to run.				
<b>Safety Bags</b>	On any fair batted ball, either the white or orange safety bag can be used by the defense or the runner if an errant throw pulls defense off the bag.			No current rule.	No current rule.
<b>Substitute Runners</b>	If catcher is one base with two outs, player must be substituted by player who made the last out. Pitcher can be substituted if so chosen. No other player can be substituted for unless in the case of an injury.			No current rule.	No current rule.
<b>Infield Fly Rule</b>	Will be used and is a judgment call by umpire. (Only used when 0, 1 outs and runners on first and second and/or third).			Not used.	
<b>Infield practice/warm up</b>	No infield practice is allowed. Warm-up before a game must be behind the bases or in the outfield.			No current rule.	





B League ONLY: Home plate is CLOSED. Runner CANNOT advance home due to an overthrow and CANNOT try to steal home if the catcher throws to 3rd.





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