

DGAL SOFTBALL RULES 2011

The Dartmouth Girls Athletic League softball league is intended for the enjoyment and participation of young women who have a parent or guardian residing in the Town of Dartmouth, and are enrolled in any grade K – 12

LEAGUE OPERATION RULES & POLICIES

Team Selection: Teams will be selected with the intent of making all teams as evenly competitive as possible. A coach's child will be placed on his/her team, but will be rated and counted as a player on that team at their appropriate level. An example would be that a coach's child is in the eighth grade and we have four teams in the senior division. If the coaches as a group feel that a coach's daughter is not one of the top four picks but is one of the top eight, then that player would count as the coach's second round pick for that age group. Siblings will play on the same team and be counted at their appropriate rating level as described above. Draft order will be determined by the league commissioner and his assistants with the intent of balancing the teams so that all teams are as competitive as possible.

CORI: All coaches and assistant coaches must be CORI checked by DGAL before taking the field.

Postponements: Games will begin at 6:00 PM unless otherwise noted. In the case of inclement weather or poor field conditions, the coaches will be notified of any cancellations between 4:00 and 5:00 PM (via phone, email, website). It is the responsibility of the coach to notify their players. It will be the responsibility of the home team coach to contact the visiting team coach to reschedule games the same week as the postponement, if possible. When an acceptable time has been found the appropriate league representative should be notified at once so field arrangements and umpires can be scheduled. A game that has been started and is called to a halt due to inclement weather will be considered a complete game if four and one-half innings have been completed and the home team is ahead, or if five innings have been completed. If the game has gone past four/five innings, the final score will revert back to the last full inning completed. In the event that a game has gone less than three/four and one-half innings, the game will be considered postponed and replayed from the beginning. All scoring and pitching stats will be deleted.

Sportsmanship: Coaches are encouraged to exhibit the highest level of sportsmanship at all times. The manager of each team is responsible for the actions of any and all of his/her assistants. Beyond this, coaches who have spectators who are rooting for their team are also asked to control any fan that appears to be getting out of hand. Coaches should make it known to their players that players are not allowed to argue with umpires or players on an opposing team. Players are not allowed to make disparaging remarks against other players. Any player, who does this can, after one warning, be ejected from the game. Any coach who is ejected from a game will receive a

one game suspension. Any coach who is ejected a second time will be suspended for the year. The Board of the DGAL will determine their eligibility for their reinstatement.

GAME RULES

Uniforms: All players are required to wear appropriate uniforms as provided by the DGAL. The tee shirts are to be the tee shirts of that particular team. No jewelry of any kind may be worn. Visors are to be worn and will be provided by the DGAL. If wearing shorts, athletic shorts must be worn with an appropriate slider protection. No player wearing athletic shorts will be allowed to play without appropriate slider protection. All tee shirts must be tucked in at all times. Sweatshirts and jackets may be worn as necessary due to weather conditions. Players should wear either sneakers or rubber cleats.

Time Limit: Games will be played on a time limit basis with no new inning starting after one hour and 45 minutes after the start of the game which is when the home team takes the field. Home team coaches should note what the official starting time is, note it in his/her score book, and notify the scorer of the visiting team. Seven innings completed before the time limit will be considered a game. **The exception would be in the case of a tie.** In this situation, the game should be continued using the international tie breaker until there is a winner or darkness makes it impossible to continue or the time limit is reached. **In the event that the score is tied prior to completing six/seven innings, but the time limit is reached, then the game will result in a tie.** If the home team cannot complete their last at bat, then the final score will revert to the score at the end of the previous inning. If a game ends due to darkness and the game is still tied, the game will end in a tie. If four full innings have been played and the game is called for rain, or any other reason, the game will be considered an official game. The scorer for the home team is considered the official scorer for the game. The visiting team's scorer should check with the home team scorer at the end of every half inning so that any disputes can be handled prior to the start of the next at bat. If this is not done and there is a dispute later in the game, the home team's score will be considered the official score.

Continuous Batting Order: Sr. and Jr. Division will employ a continuous batting order with all players in the batting order. All players must play in the field at least every other inning. A player will be allowed to be put into the batting order and into the game if she arrives prior to her team having gone through one batting rotation. If she does not arrive before that time, she will not be allowed to bat or to play in the field. Substitutions in the playing field are free and unlimited except as in how it is related to pitchers, which will be covered later in this text. In the case of a player being injured while on the bases, said player might be substituted for on the base by whoever precedes the injured player in the batting order. If that player is already on base, then it will be the player who precedes that batter in the order and so on until a pinch runner is found. If the injured player is unable to bat during her next turn, she will be disqualified from batting or playing the field for the remainder of the game.

Nine-Batter Rule: There is **not** a nine-batter rule in effect for any inning.

Mercy Rule: 15 runs after 3 full innings, 12 run after 4 full innings or 8 runs after 5 full innings.

Blood Rule: The blood rule will be in effect at all times. In the case of a cut, abrasion, or bloodied nose, the player must have it treated and covered with an appropriate dressing. If there is blood on a uniform, a player may cover it with tape or wear another shirt or pants even if it is not the usual team color. A reasonable amount of time will be allowed for such circumstances, but since the game has a time limit and there are free substitutions, if possible, a substitution should be inserted while treatment is rendered.

Defense: The defense will consist of fielding ten players at one time. A team must have eight players present to start a game. If one player is hurt or ejected, a team can finish the game with eight players. If a team has 8 or 9 players the final 1 or 2 spots in the batting order will be considered automatic outs when those spots are reached. A team with fewer than eight players will be disqualified and lose by forfeit. No team shall use a short fielder. Teams must use either 4 outfielders (with 10 players), 3 outfielders (with 9 players) or 2 outfielders (with 8 players), but no short fielder. All outfielders must be on the outfield grass.

Pitching: A pitcher will be allowed to pitch a maximum of five innings per game. One pitch thrown in any inning is considered one full inning. A player who pitches in a game can be taken out of this position as pitcher and reinserted as a pitcher only once a game. The only exception will be in extra innings where, if the pitcher has not yet pitched her 5 innings, she will be allowed to reenter the game as a pitcher.

Base Running: Base running will be governed by the ASA rules and the ASA umpire of any particular game. This will include taking a lead as soon as the pitch leaves the pitchers hand. Stealing any base, including home, will be allowed. The batter will be allowed to advance to first base on a dropped third strike if first base is unoccupied or if there are two outs. It is imperative that all players learn to slide. Defensive players must be taught that if they are not making a play on a runner, they must stay off the bases and out of the base paths so as not to impede runners. All batters and base runners are required to wear a batting helmet. Any player who intentionally throws off her helmet while running the bases will automatically be called out.

Pitcher Conferences: We will use the rule of one on the field conference an inning per pitcher, with the second on the field conference in that same inning necessitating the replacement of that pitcher for the duration of that inning.

All players, coaches, and observers must adhere to a ZERO TOLERANCE rule.

Please pay attention to language, ABSOLUTELY NO SMOKING ON SCHOOL GROUNDS. Good sportsmanship is a must from all Coaches, Players and Parents.

SPECIFIC RULES BY DIVISION

Pony Division Rules: Pony division is made up of girls in Grades 7 and 8 (Other grades, case by case basis – determined by the commissioner)

Rules for Senior Division will be governed by the standard rules set forth by the ASA except where noted as follows.

1. **Runs Per Inning:** Only 6 runs per inning allowed

Senior Division Rules: Senior division is made up of girls in Grades 5 and 6 (Other grades, case by case basis – determined by the commissioner)

Rules for Senior Division will be governed by the standard rules set forth by the ASA except where noted as follows.

1. **Base Stealing:** Players can only steal 3rd Base
2. **Runs Per Inning:** Only 6 runs per inning allowed
3. **Pitching:** Pitchers are allowed 5 innings per game max.

Junior Division Rules: Junior division is made up of girls in Grades 3 and 4 (Other grades, case by case basis – determined by the commissioner)

Rules for Junior Division will be governed by the standard rules set forth by the ASA except where noted as follows. The junior division will follow the 10-U rules, except where noted.

1. **Time limit:** no inning can start 1 hour 45 minutes from the start time.
2. **Runs Per Inning:** Only 6 runs per inning allowed
3. **Batting Order:** Continuous batting order.
4. **Player Substitutions:** Add or subtract players at any time.
5. **Pitching:** Pitchers are allowed 3 innings per game max.
6. **No walks:** Coaches resume count.
7. **Base Stealing:** Not allowed
8. **Bunting:** Not allowed
9. **Infield:** Each player must spend at least 1 inning per game playing an infield position. (Exemptions from this rule made by Softball Commissioner only)
10. **Infield Fly rule:** does not apply in this division

2011 PEE WEE LEAGUE RULES

PRACTICE: Each team will be given a practice time for the entire season at either Quinn Elementary or Bush. This is your opportunity to enhance the skills of your team. You will be required to practice at the beginning of the season and try to keep up a good practice schedule during the season as well. Your practice time will be used to make up any cancelled games due to bad weather or field conditions

GAME SCHEDULE / LOCATION:

Length of Season: Our season will begin in May and finish in June. Each Team will play 2 games per week.

Schedule: Practices will begin after April vacation. Games will begin in May (18th-19th) and run through the month of June. Each team will play a maximum of 2 games per week.

Start Time: Games will begin at 6:00 PM. Please try to have your players at the field at least 15 minutes prior to game time.

Game Cancellations: If at all possible, please try to get all of your games in on the scheduled date. In case of bad weather or poor field conditions, it is the responsibility of each coach to make a decision on calling off a game. If a game does get cancelled, it will be made up during practice time for the home team. Coaches must communicate with each other regarding this issue.

Field Locations: The Pee Wee Division will be playing at Bush Street and Quinn Fields

DEFENSIVE POSITIONS:

Each team must position their girls accordingly, meaning 1 player at each infield position. 1 C, 1 1B, 1 2B, 1 SS, 1 3B, 4-6 OF, 1-2 P (player will line behind or on the side of pitcher). That is a maximum of 13 players on the field. Rotate players at each position. We do not want to see 2 SS and 3 kids standing on 2nd Base. Lets get them lined up properly, and teach them the right way to play.

OFFENSE:

BASE RUNNING: Allow the girls to run as they would in Jr. League. If a player hits the ball well enough, let her get a double. At the end of each inning, girls will be allowed to run around all of the bases.

OUTS/BATTERS PER INNING: OUTS COUNT – CLEAR BASES. Have each team send up 6-7 players each inning. Once a team gets three outs, clear the bases. Offense keeps hitting until last player (6-7) gets up. Play 4-6 full innings as we did last year. Time Frame: maximum 90

minutes.

DGAL SOFTBALL 2011 – Major League

The Dartmouth Girls Athletic League softball league is intended for the enjoyment and participation of young women who have a parent or guardian residing in the Town of Dartmouth, and are enrolled in any grade K – 12.

Major League Division Rules will be governed by the standard rules set forth by the ASA except where noted as follows.

League Operation Rules And Policies

Team Selection: Teams will be selected with the intent of making all teams as evenly competitive as possible. A coach's child will be placed on his/her team, but will be rated and counted as a player on that team at their appropriate level. If the coaches as a group feel that a coach's daughter is not one of the top four picks but is one of the top eight, then that player would count as the coach's second round pick for that age group. Siblings will play on the same team and be counted at their appropriate rating level as described above. Draft order will be determined by the league commissioner and his assistants with the intent of balancing the teams so that all teams are as competitive as possible.

Postponements: Games will begin at 6:00 PM or 8:00 PM as scheduled, unless otherwise noted. In the case of inclement weather or poor field conditions, the coaches will be notified of any cancellations between 4:30 and 5:00 PM for a 6:00 PM game and between 6:30 and 7:00 PM for an 8:00 PM game. It is the responsibility of the coach to notify their players. It will be the responsibility of the home team coach to contact the visiting team coach to reschedule games the same week as the postponement, if possible. When an acceptable time has been found the appropriate league representative should be notified at once so field arrangements and umpires can be scheduled. A game that has been started and is called to a halt due to inclement weather will be considered a complete game if four and one-half innings have been completed and the home team is ahead, or if five innings have been completed. If the game has gone past four/five innings, the final score will revert back to the last full inning completed. In the event that a game has gone less than three/four and one-half innings, the game will be considered postponed and replayed from the beginning. All scoring and pitching stats will be deleted.

Sportsmanship: Coaches are encouraged to exhibit the highest level of sportsmanship at all times. The manager of each team is responsible for the actions of any and all of his/her assistants. Beyond this, coaches who have spectators who are rooting for their team are also asked to control any fan that appears to be getting out of hand. Coaches should make it known to their players that players are not allowed to argue with umpires or players on an opposing team. Players are not allowed to make disparaging remarks against other players. Any player, who does this can, after one warning, be ejected from the game. Any coach who is ejected

from a game will receive a one game suspension. Any coach who is ejected a second time will be suspended for the year. The Board of the DGAL will determine their eligibility for their reinstatement.

Game Rules

Uniforms: All players are required to wear appropriate shorts and tee shirts as provided by the DGAL. The tee shirts are to be the tee shirts of that particular team. No jewelry of any kind may be worn. Visors are to be worn and will be provided by the DGAL. Athletic shorts must be worn with an appropriate slider protection. No player wearing athletic shorts will be allowed to play without appropriate slider protection. All shirts must be tucked in at all times. Sweatshirts and jackets may be worn as necessary due to weather conditions. Players should wear either sneakers or rubber cleats.

Time Limit: Games will be played on a time limit basis with no new inning starting after one hour and 45 minutes after the start of the game which is when the home team takes the field. Home team coaches should note what the official starting time is, note it in his/her score book, and notify the scorer of the visiting team. Seven innings completed before the time limit will be considered a game. The exception would be in the case of a tie. In this situation, the game should be continued using the international tie breaker until there is a winner or darkness makes it impossible to continue or the time limit is reached. In the event that the score is tied prior to completing six/seven innings, but the time limit is reached, then the game will result in a tie. If the home team cannot complete their last at bat, then the final score will revert to the score at the end of the previous inning. If a game ends due to darkness and the game is still tied, the game will end in a tie. If four full innings have been played and the game is called for rain, or any other reason, the game will be considered an official game. The scorer for the home team is considered the official scorer for the game. The visiting team's scorer should check with the home team scorer at the end of every half inning so that any disputes can be handled prior to the start of the next at bat. If this is not done and there is a dispute later in the game, the home team's score will be considered the official score.

Continuous Batting Order: Major League Division will employ a continuous batting order with all players in the batting order. All players must play in the field at least every other inning. A player will be allowed to be put into the batting order and into the game if she arrives prior to her team having gone through one batting rotation. If she does not arrive before that time, she will not be allowed to bat or to play in the field. Substitutions in the playing field are free and unlimited except as in how it is related to pitchers, which will be covered later in this text. In the case of a player being injured while on the bases, said player might be substituted for on the base by whoever precedes the injured player in the batting order. If that player is already on base, then it will be the player who precedes that batter in the order and so on until a pinch runner is found. If the injured player is unable to bat during her next turn, she will be disqualified from batting or playing the field for the remainder of the game.

Mercy Rule: 15 runs after 4 full innings or 8 runs after 6 full innings.

Blood Rule: The blood rule will be in effect at all times. In the case of a cut, abrasion, or bloodied nose, the player must have it treated and covered with an appropriate dressing. If there is blood on a uniform, a player may cover it with tape or wear another shirt or pants even if it is not the usual team color. A reasonable amount of time will be allowed for such

circumstances, but since the game has a time limit and there are free substitutions, if possible, a substitution should be inserted while treatment is rendered.

Defense: The defense will consist of fielding nine (9) players at one time. A team must have eight (8) players present to start a game. If one player is hurt or ejected, a team can finish the game with eight players. If a team has 8 players, the final 9th spot in the batting order will be considered an automatic out when that spot is reached. A team with fewer than eight players will be disqualified and lose by forfeit. Call ups from the Senior Division (8th graders only) are only allowed when attempting to field a team of 9 players. If a player shows up that was not expected to play, then the called-up player must still play. Call-ups for pitching are only allowed if the team is expected to have only one pitcher available for a particular game. The called-up pitcher will only be allowed to pitch no more than 2 innings. No team shall use a short fielder. Teams must use 3 outfielders (with 9 players) or 2 outfielders (with 8 players), but no short fielder. All outfielders must be on the outfield grass.

Post-High School Players: Players who have graduated from high school (19 and 20 year old players) can play no more than 5 innings in the infield, including pitching and catching. These players must be rotated into the outfield and/or onto the bench.

Pitching: A pitcher will be allowed to pitch a maximum of five innings per game. One pitch thrown in any inning is considered one full inning. A player who pitches in a game can be taken out of this position as pitcher and reinserted as a pitcher only once a game. The only exception will be in extra innings where, if the pitcher has not yet pitched her 5 innings, she will be allowed to reenter the game as a pitcher.

Base Running: Base running will be governed by the ASA rules and the ASA umpire of any particular game. This will include taking a lead as soon as the pitch leaves the pitchers hand. Stealing any base, including home, will be allowed. The batter will be allowed to advance to first base on a dropped third strike if first base is unoccupied or if there are two outs. It is imperative that all players learn to slide. Defensive players must be taught that if they are not making a play on a runner, they must stay off the bases and out of the base paths so as not to impede runners. All batters and base runners are required to wear a batting helmet. Any player who intentionally throws off her helmet while running the bases will automatically be called out.

Pitcher Conferences: We will use the rule of one on the field conference an inning per pitcher, with the second on the field conference in that same inning necessitating the replacement of that pitcher for the duration of that inning.