

DGAL 2016 SOFTBALL - RULES & REGULATIONS

Dartmouth Girls Athletic League 2016 Softball Rules & Regulations

General Rules

Overview

The Dartmouth Girls Athletic League (DGAL) Softball League is intended for the enjoyment and participation of young women who have a parent or guardian residing in the Town of Dartmouth or surrounding town, and are enrolled in grades K – 9.

General Rules & Policies

All players, coaches, and observers must adhere to a ZERO TOLERANCE rule:
Please pay attention to language.

Good sportsmanship is a must from all Coaches, Players, and Spectators.

- 1 ABSOLUTELY NO SMOKING ON SCHOOL GROUNDS.
- 2 HOME TEAM is required to put bases away and to lock up bins behind backstop.
- 3 It is the responsibility of all teams to keep the school grounds clean.

Team Selection

- 4 Teams will be selected with the intent of making all teams as evenly competitive as possible.
- 5 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.
- 6 Siblings will play on the same team and be counted at their appropriate rating level as described above.
- 7 Draft order will be determined by the League Commissioner and the Softball Committee 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.

Game Definition

An official completed game is defined as:

Pony League

- * Seven innings completed before the time limit, with one team having scored more runs than the other team, or
- * Game ended by time limit (see Time Limit section under Game Rules for further details.)

Senior/Junior Leagues

- * Six innings completed before the time limit, with one team having scored more runs than the other team, or
- * Game ended by time limit (see Time Limit section under Game Rules for further details.)

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
- * Five innings have been completed.

Postponements

- 1 In the case of inclement weather or poor field conditions, coaches will be notified of any cancellations as soon as possible - at least one hour before game time if at all possible.
 - 2 It is the responsibility of the coach to notify their players of cancellations.
 - 3 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.
 - * In the event that a game has to be postponed before it has been completed, said game will be rescheduled and picked up at the point of interruption.

Game Rules

Uniforms

- 1 All players are required to wear appropriate uniforms as provided by DGAL.
- 2 All players are required to wear pants.
- 3 All players on a team must wear the same color pants.
- 4 All infielders are required to wear a protective face mask when in any game or practice affiliated with the DGAL Recreational Softball League.
* DGAL will provide 5 face masks per team.
- 5 Outfielders are encouraged to also wear a protective face mask.
- 6 No jewelry of any kind may be worn.
- 7 All tee shirts must be tucked in at all times.
- 8 Sweatshirts and jackets may be worn as necessary due to weather conditions.
- 9 Players must wear either sneakers or rubber cleats.
* No metal cleats are allowed.

Time Limit

Senior and Pony

During the regular season, games will be played on a time limit basis, with no new inning starting after 1 hour and 45 minutes () elapsed between the official starting time of the game (as defined by the official when the home team takes the field) and the time the last out is recorded of the inning that has just ended.

For example:

- If the official start time of the game is 6:00PM, and the last out of the fifth inning is recorded at 7:44PM (or earlier), the sixth inning shall be played.
- If the official start time of the game is 6:00PM, and the last out of the fifth inning is recorded at 7:45PM (or later), the game will be ended due to reaching the time limit.

- 1 There will be no time limit during the playoffs.

- 2 Home team coaches should note what the official starting time is in their score book, and notify the scorer of the visiting team.

Junior

Please see Junior Rules for time limits

Tie Games

In the event of a tie after seven full innings for Pony League or six full inning for Senior/Junior Leagues, the game should be continued using the International Tie Breaker until:

- * There is a winner at the end of a completed inning.
- * Darkness makes it impossible to continue.
- * The time limit is reached.

In the event that the score is tied when the time limit is reached or a game is called for darkness, that 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.

Scoring

- 1 The scorer for the home team is considered the official scorer for the game.
 - 2 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

- 1 All divisions will have a continuous batting order.
- 2 If a player arrives late, put her at the last spot in the batting order and she can play.

Substitutions

1. 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.
2. 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.
- 3 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. That girl's spot in the batting order will simply be skipped – there is no penalty or automatic out for doing so.

Mercy Rule

15 runs after 3 full innings.
12 runs after 4 full innings.
8 runs after 5 full innings.

Blood Rule

The blood rule will be in effect at all times!

1. In the case of a cut, abrasion, or bloodied nose, the player must have it treated and covered with an appropriate dressing.
2. 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.
3. 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

1. The defense will consist of fielding 10 players at one time.
2. A team must have 8 players present to start a game.
3. A team with fewer than 8 players will be disqualified and lose by forfeit.
4. No team shall use a short fielder.
5. All outfielders must be on the outfield grass.

6. Teams must use 4 outfielders (with 10 players), 3 outfielders (with 9 players) or 2 outfielders (with 8 players).

Pitching

*** See League Specific Rules for Pitching Limitations ***

- 1 One pitch thrown in any inning is considered one full inning.
- 2 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.

Base Running

*** See League Specific Rules for Base Running ***

1. Base running will be governed by the ASA rules unless otherwise specifically noted for a division.
2. Base runners may take a lead as soon as the pitch leaves the pitchers hand.
3. It is imperative that all players learn to slide.
4. 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.
5. All batters and base runners are required to wear a batting helmet.
6. Any player who intentionally throws off her helmet while running the bases will automatically be called out.

Pitcher Conferences

1. One on-field conference an inning per pitcher will be allowed without having to replace a pitcher.
2. The second on-field conference in that same inning necessitating the replacement of that pitcher for the duration of that inning.

Bunting and Slashing

*** See League Specific Rules for Bunting ***

Slashing is not allowed in any league!

If a batter squares to bunt, then pulls the bat back and swings, she will be automatically ruled out.

Sportsmanship

- 1 ZERO TOLERANCE APPLIES TO EVERY PLAYER, COACH, & SPECTATOR!!!
- 2 All DGAL coaches are encouraged to exhibit the highest level of sportsmanship at all times.
- 3 The head coach of each team is responsible for the actions of any and all of his/her assistant coaches.
- 4 Coaches are also asked to control any spectator that appears to be getting out of hand.
- 5 Coaches should make it known to their players that players are not allowed to argue with umpires or players on an opposing team.
- 6 Players are not allowed to make disparaging remarks against other players, coaches, umpires, or spectators.
* Any player who does this will, after one warning, be ejected from the game.
- 7 Any coach who is ejected from a game will receive a one game suspension.
- 8 Any coach who is ejected a second time will be suspended for the year.
- 9 The DGAL Board of Directors will determine a player's or coach's eligibility for reinstatement.