

****Note: These rules are subject to change/adjustment per the request of coaches or the Danny Smith Board of Directors****

Player Experience.....	2
GAME RULES.....	2
EQUIPMENT.....	3
HITTING.....	3
PITCHING.....	3
COACHING.....	4
TEAM ROSTERS.....	4
GAME SITUATIONS.....	5
GENERAL PROCEDURES.....	5

DRAFT

Player Experience

This division will focus on the fundamentals of youth softball. Players will get their first experience of competitive softball. The games have umpires and the score will be kept. While we do keep score, we place much more emphasis on learning the game and having fun. In addition, this league will address the fundamentals of throwing, catching, fielding, and hitting like learning to read the ball leaving the pitcher's hand at an early age.

GAME RULES

1. Each game will consist of **6 innings or 1 hour and 15 minutes**, whichever comes first. No game will end in the middle of an inning. Home plate umpire will call the official start time of the game out loud at the beginning of the game.
2. Regular season games can end in a tie after 1 hour and 30 minutes of play or 6 complete innings whichever comes first.
3. In the event of inclement weather, **4 innings constitutes a complete game**. If the home team is ahead, 3 and ½ innings constitute a complete game.
4. If a game is suspended, the completion of the game will be rescheduled and played to the length of time remaining or completion of the innings, whichever comes first. The rescheduled game will pick up where the original game left off and the game will resume until complete. This policy may adjust based on the situation of rescheduling games per Danny Smith Board decision.
5. Games shall be six (6) innings in length (5-½ if the home team is leading), subject to the time limits set forth herein. In the event of a tie, extra innings may be played, also subject to time limitations. A regular season game may end in a tie due to time limits.
6. **Time Limits in Regular Season Games:** No new inning shall be started more than sixty-five (65) minutes after the **actual start time** of the game, as determined by the umpire. All innings that are started shall be played to completion.
7. Each inning will consist of 3 outs or a 5-run limit per inning. No run limit in the 6th inning.
8. The mercy rule is in effect and the game will end if:
 - a. a team is leading by 15 runs after four (4) complete innings OR
 - b. a team is leading by 10 runs after 5 complete innings.
9. Regular season standings and tiebreakers:
 - a. Season Win-Loss-Tie Percentage
 - b. Head to Head
 - c. Season fewest runs allowed. Through the first equal amount of games played.
10. During tournament play only, ties will be broken with an extra inning. Each team will start the extra inning with one (1) out and a base runner on 2nd base. The base runner is the last

at-bat player for the batting team. The first hitter is the next at-bat in the batting order. Should another inning be required, each team starts with two (2) outs and a base runner on 3rd base. This will continue until the tie is broken. Each extra inning is unlimited runs.

EQUIPMENT

11. Ball Size - An official **11-inch hard ball**, weighing between 5.785 oz - 6.125 oz, will be used in league and tournament play.
12. Bats - Must be stamped **1.20 BPF** ("Bat Performance Factor") and **34" max length**.
13. Batting Helmets
 - a. **NOCSAE-approved double ear flap**
 - b. **Face Guards: Optional**
 - c. **Chin Straps: Optional**
14. A catcher's mask, shin guards, chest protector, and helmet will be provided and shall be worn by the catcher while in the field.

HITTING

15. The batter and runners on base will wear batting helmets. **This is mandatory.**
16. It is "recommended" for girls to have their own batting helmet with facemask, fielder's facemask, slider shorts and pads. This is NOT required but strongly recommended. All other players on the team that are batting shall remain on the bench in the dugout.
17. Each team must bat their entire roster.
18. A batter is out on the third strike and may not advance under any circumstances, including if the ball is dropped by the catcher (i.e. no "dropped third strike" rule).
19. Bunting is not allowed in the minor league.

PITCHING

20. Bases shall be 60 feet and pitching shall be set at 35 feet. It shall be the responsibility of both head coaches to check the pitching distance prior to the start of the game.
21. The following rules will apply when the coach is pitching:
 - a. If the 2nd pitch is a foul ball, the coach will continue to pitch to this batter as long as the batter continues to hit foul balls.
 - b. Coaches will pitch from 35 feet.
 - c. Base runners are only allowed to advance when the ball is put into play by a hit. If an overthrow to first base occurs, runners **may advance one base**.

- d. Bunting will NOT be allowed.
 - e. Stealing will NOT be allowed.
22. If hit by pitch, the batter does NOT receive 1st base while the coach is pitching.
23. The player pitcher must have one foot in the circle while the coach is pitching.

COACHING

24. First and third-base coaches must remain in the coaches' boxes while their team is batting. A coach may speak to the player at bat by calling time and receiving confirmation from the umpire.
25. The batting order shall be exchanged between teams prior to the start of the game and must be followed for the entire game. The lineup will include the following: players' first and last names and corresponding uniform numbers.
26. Coaches are not allowed to aid a runner by touching the runner in any manner until time has been called or play has been stopped by the umpire(s). If the coach aids the runner by touching her, a warning will be given by the umpire(s). After one team warning, it will be an automatic out on the next infraction of this rule.

TEAM ROSTERS

27. A team MUST field a **minimum of 7 players** to play a game. Any team fielding less than 7 players will automatically forfeit the game. If a game has been declared a forfeit, a practice game can still be played with available players. The games will include umpire(s) as in a normal game situation. All rules will still be in effect with the exception of no outs being taken in the batting order.
28. If a team plays with fewer than eight (8) players, they may, at the option of the opposing coach, be assessed not more than one (1) out per batting rotation at the end of the batting order. The opposing coach wishing to impose the assessment must invoke the option to do so before the start of the game. If this rule is not specifically invoked by a coach, it shall not be applied and no automatic out assessed. The umpire is not responsible for alerting a coach to the option to invoke the rule or to inquire if a coach wishes to assert it.
29. Forfeit rules apply for teams with less than 7 players. Teams can only use fill-in players to get the team back to a maximum of 8 with 6 of the original players.
30. A fill-in player may play the outfield only. No infield position or pitching will be allowed for any reason.
31. A fill-in Player must bat last.
32. Fill-in players during regular season games must play at Danny Smith or be approved by the Director of Coaches.
33. Once the game begins and a team is down a player, no fill-in player can be added. The only exception to this rule is when a roster player shows up late to the game. That player will then

be allowed to join the game and is added to the end of the batting lineup.

34. No fill-in players will be allowed in tournament play. Any exceptions to this rule will need to be approved by the Danny Smith Board of Directors as well as division coaches.
35. Except for injury, there will be no pinch hitters or pinch runners allowed. In case of injury, the pinch runner will be the last batted out.
36. All game disputes will be resolved on the spot by the umpire(s) and/or league officials.
37. Additions to a team's official roster must be reviewed and approved by the board.

GAME SITUATIONS

38. Only one player is allowed in the "on deck" area. This is a safety precaution. All other upcoming batters must remain in the dugout area behind the fence.
39. Any player who interferes with play at home plate shall be automatically called out. No warning will be given.
40. There will be one team warning per game for any player that throws a bat. All players throwing the bat will be called out. When the out is called, it will be considered a dead ball. No runners may advance. No runners may score. This will be a judgment call made by the umpire(s).
41. Time will be called by the umpire(s) and play stopped when the defensive team stops the lead base runner from advancing.
42. Time-out cannot be called by a coach while the ball is in play. There cannot be more than one (1) timeout per inning.
43. Base runners may advance to the next base at their own risk on any live ball.
44. Runners may not advance during an overthrow from the catcher to the pitcher following a pitch. This is not a live ball.
45. Base runners MUST slide to avoid a collision during plays at home or other bases. If the base runner does NOT slide and a collision is created, the runner WILL be called out by the umpire.

GENERAL PROCEDURES

46. The home team will be responsible for lining the fields prior to the game beginning. The liner and chalk are located in the field shed.
47. The visiting team will be responsible for picking up the scoreboard from the concession stand and setting up the scoreboard. The visiting team is responsible for returning the scoreboard to the concession stand if their game is the last of the evening.
48. The home team will keep the official scorebook. Scores will be compared at the end of each inning and any discrepancy in the score will be settled by the home plate umpire before the game resumes.

49. Both the visiting team and the home team will be responsible for cleaning up the dugout. This includes water bottles, trash, gum wrappers, etc. There is a large trash can located behind the backstop of each field.

****NEW FOR 2024**- DOUBLE BASE AT FIRST RULES AND PROCEDURES**

50. (a) A batted ball that hits the white section of the double base shall be declared fair. A batted ball that hits the orange section without first touching or bouncing over the white section shall be declared foul.
51. (b) Whenever a play is being made on the batter-runner, the defense must use the white section of the double first base.
52. NOTE 1: A play is being made on the batter-runner when he/she is attempting to reach first base while the defense is attempting to retire him/her at that base.
53. NOTE: 2: If there is a play on the batter-runner, and the batter-runner touches only the white portion and the defense appeals prior to the batter-runner returning to first base, it is treated the same as missing the base. Therefore, the batter-runner is declared out.
54. (c) Whenever a play is being made on the batter-runner, the batter-runner must use the orange section on his/her first attempt to tag first base. NOTE: On extra-base hits or other balls hit to the outfield when there is no chance for a play to be made at the double first base, the batter-runner may touch either the white or colored (orange or green) section of the base. Should, however, the batter-runner reach and go beyond first base, he/she may only return to the white section of the base. PENALTY: If there is a play on the batter-runner, and the batter-runner touches only the white portion and the defense appeals prior to the batter-runner returning to first base, it is treated the same as missing the base. If properly appealed, the batter-runner is out.
55. (d) When tagging up on a fly ball, the white section of the base must be used by the runner. One foot is permitted to extend behind or on the base into foul territory, as long as the front foot is touching the white section of the base. PENALTY: If properly appealed, the runner is out.
56. (e) If the batter-runner collides with the fielder who is only on the white portion of the bag attempting to catch the ball, it is **interference. The runner is ruled out.**
57. If the fielder is only standing on the orange portion of the bag and there is a collision prior to the fielder catching the ball, it is **obstruction. The runner is ruled safe.**
58. If both players are doing what they are supposed to do and there is a collision, it may be incidental contact and no penalty assessed.