



# **BYLAWS**

**Revised Date**

**January 2014**



## **Bylaws Outline**

1. Philosophy.....	Page 3
2. Guidelines for Board Members.....	Page 4
3. Guidelines for Executive Board Guidelines.....	Page 4
4. Senior Commissioner.....	Page 6
5. Division Commissioner.....	Page 6
6. Equipment Manager.....	Page 7
7. Scorekeeper Representative.....	Page 7
8. Sponsorship Representative.....	Page 7
9. Public Relations Manager.....	Page 8
10. Umpire in Charge.....	Page 8
11. Concessions Manager.....	Page 8
12. Board Duty Guidelines.....	Page 9
13. Sponsors.....	Page 9
14. League Rules.....	Page 10
15. Amendments.....	Page 10
16. City of Florence Recreation Expectations.....	Page 11
17. League Rules.....	



## **Florence Youth Softball Association**

### Philosophy

The Florence Youth Softball Association (FYSA) will strive to provide the youth of today with opportunities through fastpitch softball, helping to expand their lives in the future. This will be accomplished by guiding the youth with the promotion of fair play, teamwork, healthy competition, sportsmanship, leadership and the respect of others. While accomplishing the above, we will strive to strengthen the lives of those we serve by developing a strong character, right attitude and a sense of responsibility and citizenship in youngsters.

It is our goal to encourage all participants, coaches and parents to:

- Work hard at their sport
- Demonstrate what it means to play fair
- Win or lose with grace and dignity
- Give something back to their communities.

It is also our goal that this philosophy reaches all of those who are involved with the FYSA league.

## **League Guidelines and Expectations**

*All coaches and Board Members must be NAYS certified and adhere to all rules and regulations specified by the Recreation Department.*

### **Board Members (Executive Board and Officers):**

Executive Board will consist of a President, Vice President, Secretary, and Treasurer. The Executive Board will be selected from the board membership. Remaining officers and members will be elected by attending membership at the annual community meeting to be held on the second (2<sup>nd</sup>) Monday in January (**mandatory**). The board will consist of all Executive Board



members, officers, and other elected members. Executive Board members will serve a two-year term from the date of election, and are not subject to any number of terms as long as re-elected. A Board member can only hold one of the following Executive positions at any time. **In the event that an Executive Board position becomes vacant, an emergency board meeting will be called to fill that position.** Duties of Executive Board members are described but not limited to the items below. The Board will have no more than fifteen (15) board members and no less than the Executive Board. All members must attend 8 out of 12 of the scheduled monthly meetings and fulfill board duty each season. If these requirements are not met then they will be evaluated at the end of the leagues calendar year (Nov.1-Oct. 31).

## **Executive Board Guidelines**

### **PRESIDENT**

1. Attend and preside over all meetings.
2. Appoint committees and directors as needed.
3. Keep close contact with officers and City of Florence Parks and Leisure staff.
4. Assist in preparing end of year financial statements.
5. Co-sign all checks for payment.
6. Make purchases of no more than \$500 without Board approval.
7. Help with registration and evaluations.
8. To ensure all by-laws and coaches' handbook rules and regulations and disciplinary actions are enforced.

### **VICE PRESIDENT**

1. Attend all meetings and preside in the absence of the President.
2. Be prepared to fill the position of the President in case he/she is unable to fulfill the duties of the office.
3. Responsible for recruiting and corresponding with the Umpire in Charge .(\*see duties below)
4. Schedule board members for duty during the season.
5. Become interim Treasurer should position become vacant, and serve until new Treasurer is elected.
6. Help with registration and evaluations.



## **SECRETARY**

1. Take minutes at all meetings.
2. Distribute minutes to Board Members and City of Florence Parks and Recreation Department staff in a timely order.
3. Oversees registration delegating duties as needed.

## **TREASURER**

1. Collect and deposit all money.
2. Prepare monthly statements and end of season financial statement to be presented to City of Florence Parks and Leisure.
3. Co-sign all checks for payments.
4. Oversees and corresponds with the Concessions Manager.
5. Helps with registration and evaluations.

## **SENIOR COMMISSIONER**

1. Responsible for working with the equipment manager with the inventory and maintenance of equipment.
2. Coordinate and call any special meetings with Division Commissioners.
3. Supervise the draft selection and review system with all coaches.
4. Help with evaluations and registrations.
5. Provide Division Commissioners with league information and rulings as needed so they may inform their division coaches.
6. Help with the recruitment of coaches and sponsors.
7. Order jerseys.
8. Schedule practices.
9. Collect rosters from Division Commissioners



## **DIVISION COMMISSIONERS**

Will be appointed from each of the following age groups and adhere to the following expectations:

SweeTees – 5 and 6 year olds  
Darlings – 7 and 8 year olds  
Angels – 9 and 10 year olds  
PonyTails – 11 and 12 year olds  
Belles/Debs – 13 through 18 year olds

1. Make sure all sponsors receive their team pictures and plaques, if given, at the conclusion of the season.
2. Help with draft, evaluations and registration.
3. Provide all information to their division teams and coaches.
4. Help with giving out equipment and replacements.
5. Be accessible to help solve and avoid potential problems.
6. Help in administering rules.
7. Attend team meeting with parents and coaches in their division.
8. Solicit from teams a team parent representative.
9. Work with Sponsorship Representative on distribution of special projects and picture information to team parents.
10. Submit rosters to Senior Commissioner.

## **EQUIPMENT MANAGER**

1. Tag all equipment.
2. Keep inventory lists of equipment.
3. Keep records of issued and returned equipment.
4. Issue out and take in all equipment from the Division Commissioners.
5. Purchase equipment as approved by the Senior Commissioner and the FYSA.
6. Invoice any coaches that do not return equipment.



### **SCOREKEEPER REPRESENTATIVE**

1. Responsible for recruiting new score keepers for the league.
2. Responsible for training new score keepers.
3. Responsible for scheduling of all scorekeepers.
4. Obtain the necessary supplies.
5. Responsible for discipline of all scorekeepers.
6. Work with President and Treasurer on the payment of scorekeepers.

### **SPONSORSHIP REPRESENTATIVE**

- (1) Oversee the recruitment of sponsors.
- (2) Ensures payments are made; pick up checks from sponsors as needed.
- (3) Ensure that signs are ordered, paid for, and hung.
- (4) Schedule team pictures.
- (5) Work with the Division Commissioners to ensure all sponsors receive their team pictures and plaques, if given, at the conclusion of the season.

### **PUBLIC RELATIONS MANAGER**

- (1) Publicize for league
- (2) Have oversight and coordination of social media sites which include Facebook, Twitter, website, etc.
- (3) Responds to any media inquiries in regards to FYSA.
- (4) Review and approve any written material sent out by FYSA.



## **UMPIRE IN CHARGE – UIC**

- (1) Duties overseen by the Vice-President.
- (2) Assist the VP in conducting a meeting before each season for coaches in the league to review rules, regulations, conduct and code of ethics.
- (3) Recruit and train officials for the league.
- (4) Schedule all officials for the league.
- (5) Work with President and Treasurer on the payment of officials.
- (6) Responsible for calling games due to inclement weather.
- (7) Handle disciplinary action with officials.
- (8) Conduct a meeting with the umpires that will be working that season. Purpose of the meeting will be to update rules, check uniforms and equipment, and discuss conduct and sportsmanship for coaches.

## **CONCESSIONS MANAGER**

- (1) Correspond with Treasurer
- (2) Arrive at field 30 minutes early to set up and prepare for opening.
- (3) Collect and cash out at the end of each day.
- (4) Inventory merchandise
- (5) Make purchases as needed

**\*paid position that is not held by board member**





## **BOARD DUTY GUIDELINES**

Board members that are on duty need to be at the field 30 minutes before the games are scheduled to start to perform following duties:

- (1) Unlock all doors and gates that need to be unlocked
- (2) Make sure that the score boards are turned on.
- (3) Check on Score keepers.
- (4) Handle any problems that might occur around the fields or that are on the fields.
- (5) Make sure the rest rooms have all of the things they need.
- (6) Turn on the field lights before it gets dark.
- (7) Turn off the lights when the games are finished.
- (8) Lock all doors and gates.

## **SPONSORS**

Sponsorship fees will be as follows and provide jerseys with the sponsor's name on them, as well as other needs deemed necessary by the league.

- \$275.00 per season.
- \$225.00 for Fall if also sponsored in Spring
- \$175.00 for large sign
- \$75.00 for a small sign
- \$400.00 team sponsorship AND a large sign
- \$315.00. team sponsorship and small sign
- Sponsors will not include alcoholic beverage companies, tobacco product companies, or anyone else deemed unsatisfactory by the League Board.



## AMENDMENTS

These above directives can be amended by a two-thirds (2/3) vote of active Board members after two readings of proposed changes. By-Laws will be reviewed at November meeting, December meeting, and voted on at January meeting.

## GUIDELINES AND EXPECTATIONS FROM THE CITY OF FLORENCE

1. Each league will submit to the City of Florence Recreation office a copy of rules, guidelines, and rosters **no later than 30 days after close of registration**. No exceptions.
2. All checks written by the league should have at least two signatures, the President and Treasurer. **Personal checking accounts should not be used.**
3. All purchases in the amount of \$500 or more must be approved by the board in advance of that purchase.
4. Each league will provide the City of Florence Recreation with a detailed financial statement. They will be due the first Monday in November. A standard financial statement will be provided by City of Florence Recreation if requested in writing. All financial records are subject to audit.
5. Resolve any issues internally by natural progression (i.e. VP to President) and report any issues that can't be resolved to the City of Florence Recreation office.
6. Pick up trash and debris and place in containers and dispose of bags in large container provided by City of Florence Recreation.
7. Arrange and assume responsibility for service and maintenance calls less than \$100.
8. Field preparation for all activities/games after it has been maintained by the City of Florence Recreation staff and altered due to rain or inclement weather within reason.
9. Advance communication/coordination of desired post-season tournaments.
10. Hosting All-Star tournaments. Maintenance will be done prior to the start of the first game each day excluding weekends. Any and all work after that will be the responsibility of the host site and its volunteers.
11. Cleaning and upkeep of scorekeeper areas.
12. All coaches and assistants within the sidelines and fences are to be certified through NAYS.
13. An annual meeting of the league/organization on the first (1<sup>st</sup>) Thursday of July where all participants are notified and where an annual election of officers is conducted.
14. Booking and payment of Officials (Referees, Umpires, Scorekeeper, etc.)
15. Game cancellations due to inclement weather.
16. The FYSA can expect the Freedom Florence maintenance to:



- Waste container placement with weekly disposal.
  - Daily infield preparation for softball games including some weekends.
  - General facility repairs such as irrigation, fence/gates, and scoreboards.
17. To abide by all policies outlined in the City of Florence Recreation Department – Athletic Policies and Procedures.

## **LEAGUE RULES**

Dixie Softball rules will govern play unless changed by local league rules in these by-laws.

### **RULE #1 – COACHING STAFF**

Each team must have one (1) head coach, but no more than three (3) assistants in the dugout during a game situation. Only the head coach's children are automatically on the team. All other assistant coaches children will be put in the draft. No one else can act in a coaching manner with the team, and all coaches must be certified through the National Alliance of Youth Sports. A coach is defined as a person who attends 75% of all team functions, to include games and practices. If a coach does not meet the requirement during the season, they will be placed on probation for one (1) year and must come back as an assistant coach for the next year. The only exception will be if they quit with no child on the team, long illness, death, moving, job changes, or other items justifiable as seen by the Board. Incoming coaches will determine the team they will coach by draw at the beginning of the draft at assigned draft time.

### **COACHES**

- The Board must approve all coaches each year. Suspension from all team functions will occur if a coach is removed from the game for any disciplinary reason until they meet with the Board for possible reinstatement to team activities. A second removal from a game could result in a one (1) week suspension to termination for the remainder of the year. Failure to complete games will not be allowed, and will be dealt with by the Board.
- At no time will a coach approach an umpire after a game with a complaint or problem dealing with the game. If there is a problem, the coach must take it up with the Junior Commissioner for that division, or the Board member on duty. An unsportsmanlike approach to an official



after the game will result in a one (1) week suspension from any team activities and then a meeting before the Board to see if they will be reinstated to coach the team.

- All members of the league and spectators have an obligation to conduct themselves as decent and concerned persons. No alcohol will be used prior to, or during, practices and games. No profanity will be used at any time. No use of tobacco products on practice or playing fields. Coaches are to dress properly when they are on the field (Coaches should wear shirts given to them). You are a coach and a role model!

### **ELIGIBILITY**

Players must attend a majority of the scheduled practices in order to play in the game. A player must play in at least half of her team's regular season games in order to participate in the regular season tournament, and to participate in All Stars. A high school player must play in at least one-half of all games to participate in All Stars. A player can only be a member of one team within the Florence Youth Softball Association.

### **DISCIPLINE**

If you are having problems with a player due to conduct or failure to attend practices properly, then the following standard must be followed before they can be held out of any game. The results of these will vary according to your age group:

1. Talk to your player about the problem. They may help to give you insight into its solution or could solve the problem.
2. Talk to the player's parent(s) or legal guardian. The problem is usually due to them, but they could also not be aware of the problem if their child drives, or there could be a misunderstanding.
3. Talk to your Commissioner (Please follow steps 1 and 2 before speaking with your Commissioner). Your Commissioner will help you solve the problem. If they cannot, then they will report the problem to the Board, and come back to you with a proper approved discipline.

This procedure allows every opportunity to the player and protects you from disgruntled parents, as it now becomes a Board decision. If you see a problem occurring, handle it early so the problem does not get out of hand. Do not come to a game and tell your Commissioner you are going to hold a player out. Players will not be kept from playing unless you have followed the correct procedure.



## PRACTICE

To encourage efficiency and productive use of practice and game time, while minimizing the time away from family, schoolwork, etc., the following practice schedule limit will be enforced: Maximum time of eight (8) hours per week, this includes games, with no more than two (2) hours per day. Each game is counted as two (2) hours against the eight (8) hour weekly limit. The two (2) hour time limit includes team meetings and/or water breaks. Practices are scheduled through the Board. Sunday practices are prohibited.

## PARTICIPATION RULE

Angels, PonyTails, Belles, and Debs will use this participation rule for regular season:

1. Free substitute will be allowed on defense. Any 9 players as applied to an age group, in the line up, can be put on defense each inning. However, each player must play a minimum of six (6) defensive outs in each game and have at least one at bat. Any player that arrives after the start of the game (start of the game will be the first pitch) must wait until the completion of the inning to enter the game on defense.
2. On offense, all players on the team will be listed on the line up sheet prior to the start of the game, including those not present at the start of the game.
3. Any player that arrives after the completion of the third inning will not be allowed to play. The line up for the game will list the starting players and all other players will be listed in the substitute area.
4. If a player does not get to bat at least one time in a game, and play six (6) defensive outs due to an unusual game situation, then the player must start the next game and bat at least twice (2), and play twelve (12) defensive outs in that game. Every effort should be give to play all players. The same players should not be the Eps all the time. **If this rule is not followed, the consequences below will occur:**
  - First offense: Receive a written warning
  - Second offense: Receive a suspension for the next scheduled game
  - Third offense: Receive a suspension for the remainder of the season

**NOTE:** If the violation is determined to have been intentional, the Board may invoke a more severe penalty. However, forfeiture of the game may not be invoked.



## **AWARDS**

The awards given by the league are the only ones permitted to be given to the players. Teams and/or parents representing teams may not go out and buy awards such as trophies, medals, plaques, or any like items for their individual teams for any reason.

## **CLEAN-UP**

After each game, each team will clean up in and around their dugout and bleachers.

## **RULE #2 – Draft**

### **TEAM SELECTION**

All players must be chosen and any others that register after the draft will be assigned to a team by the President, in order of which team has the next pick. All players chosen by the draft must have attended and stayed for at least one (1) hour of evaluation, excluding those that are signed up but are playing high school ball that will be evaluated by coaches at their high school practices/games. Returning players from the league that do not come to evaluations will be graded by the Board, if possible. All others who do not attend the player's evaluation will be picked blindly, and will not be included in the draft. No changes will be made after the draft is declared closed.

#### **Players will be evaluated as follows:**

- A PLAYER: Players already skilled to an above-average degree
- B PLAYER: Players with potential for making an A grade with additional development
- C PLAYER: Players that are currently below average in skill level

#### **Draft**

1. All players will re-enter the draft every year. Only exception will be that the head coach's daughters will be automatically on the team.
2. Players playing in the same division their parents are coaching will be assigned to the same team unless otherwise requested.
3. The head coaches and the Board will rate all players in each division. Those ratings will be compiled with an overall A-B-C rating for each child.



4. A drafting schedule for A players will be determined by drawing a number from a hat each round. The order of selection will be determined by the number that is pulled.
5. When all A players are drafted, the same procedure will begin for B players, then C players.
6. If there is an uneven number of A players after all the A's have been chosen, then the remaining teams will pick a B player in the same order.
7. If at any time during the draft a coach wants to select a player rated in a lower category than the one being currently drafted, that selection must be approved by the Board.
8. If a coach wants to pick a player from the blind in that age group instead of choosing a player that attended the evaluation, they may do so on any of their turns to pick.
9. Consideration may be given to players riding together, if all division coaches agree.
10. There will be no swapping of players after the teams have been picked unless approved by the Board to make sure equal quality is kept on all teams.
11. If players are needed to fill any rosters, the coaches will pull numbers to see in what order they will receive players as they sign up with the Recreation Department. Only the Board members will know in what order they are in the selection process.

### **TOTAL PLAYERS PER TEAM**

Teams are required to fill their rosters to the prescribed 13 players, unless insufficient number of players makes it impossible.

### **SISTERS**

Family members do not have to play on the same team if the parent/guardian requests that. Sisters are placed on the same team if they are in the same age division. If one sister is drafted by a team, that team automatically gets the other sister. Players living in the same household, and playing in the same age division, will be assigned to the same team unless otherwise requested.



## **RULE #3 – PLAYERS**

### **AGES AND DIVISION OF PLAYERS**

SweeTees – 5 and 6 year olds

Darlings – 7 and 8 year olds

Angels – 9 and 10 year olds

PonyTails – 11 and 12 year olds

Belles/Debs – 13 through 18 year olds

Cut-off date for the youth age eligibility is December 31<sup>st</sup>. Birth certificates are on file at the City of Florence Recreation Department. Whatever age the child is on December 31<sup>st</sup>, of the current year, is the eligible division for the current year.

### **PLAYER CONDUCT**

A player will automatically be ejected from the game when:

1. Players used profanity
2. Player throws helmet or bat in disgust
3. Player attempts a fake tag
4. Player leaves the field during a game without permission of an umpire
5. Player(s) engage in a fight
6. Players deliberately attempt to hurt or injure another player
7. Player deliberately crashes into a player who is holding the ball and waiting to make a tag
8. Players are not permitted to taunt an opponent, deliberately distract an opponent by verbal or physical action
9. Players are not allowed to pound bats in dugout
10. Players are not permitted to wear or use improper equipment

Any player ejected from a game due to poor conduct as described above will be ineligible to participate in the team's next game. If they are put out of a second game, they will be suspended from any team





activities for a minimum of one (1) week and must meet before the Board with parent(s) or legal guardian for possible reinstatement. A third ejection will result in an automatic suspension from the league.

## **RULE #4 – THE GAME**

### **GAMES**

All games will begin on time. The first game of the night will have a 15-minute grace period. Forfeit time is at the end of the grace period. All following games will start on time. All games will have a time limit. The home plate umpire will start the clock upon the first practice pitch in the top of the first inning. The time will be kept by a timer that the home plate umpire will be in charge of. An inning will not be stopped once started until the team that is losing has completed their at bat. If time has expired, and the team that is losing can not score enough runs to tie or win the game, then the game will be stopped. This only applies to a game that is less than the required length. After the first game, no on field warm-up will be allowed.

### **PROTEST AND COMPLAINTS**

Since the purpose of the Board is for the enjoyment of the girls involved, protest will be handled at the time of occurrence. The Board member on duty will settle all disputes at the time of their occurrence. Complaints concerning either coaches, officers, or a phase of the league must be put in writing and given to the Board member on duty.

### **STARTING THE GAME**

A team may not play with less than eight (8) players. Late players must be added to the end of the batting order. Ten (10) players must be played if they are eligible to start the game, or as they come. Teams must start the game as soon as they have 8 players, if the grace period has not expired.

### **TIE GAMES**

There will be no tie games unless in the SweeTees and Darlings Divisions. All fast pitch games will use a tie breaker. After completion of the required innings, or the time limit has expired, and the score is still tied, the tie breaker procedure will begin. This would involve the last batter of the previous inning, whose turn at bat has been completed, assuming a position on 2<sup>nd</sup> base. This would be done at the beginning of each half inning; until, at the conclusion of a full inning, a winner is determined. For slow pitch game teams will continue to play until you have a winner. Tie Game Rule is as follows: One (1) extra inning with 3 outs; if a game is still a tie, the game is ended as a tie game.



## **CANCELLED GAME/RAIN-OUTS**

In a tournament, games will be picked up and completed from the point they are stopped at the next available time as assigned by the Board (in the league's best interest). Regular season games of less than one inning will be started from the beginning. Other games will resume play from the point of interruption unless they have passed or met the official game minimum, in which case the game will be over.

In the event of a rain out game that is started at a later time, if a team does not have all of their starters, they must make the substitute for the absent player (legal or illegal) or the player will be an out each time up to bat. **(LEGAL SUB MUST BE USED FIRST – ONLY USE AN ILLEGAL SUB AS A LAST RESORT)**

## **RUN RULE**

Darlings age groups will not have a run rule. A run rule will be used in all of the other age groups. The run rule will be twelve (12) runs after three (3) innings, ten (10) runs after four (4) innings, and eight (8) runs after five (5) innings.

## **BASERUNNING**

When there is a double first base (1<sup>st</sup>) the following rules will be implemented. If the first play is at first base, either from the infield or outfield, a runner will be called out for touching the inside base. If the play is elsewhere, the inside base may be tagged in a continuation toward second (2<sup>nd</sup>) base. The runner running toward first (1<sup>st</sup>) base may cross over to the inside bag to avoid a collision if a wild throw occurs. The inside bag will be used by the batter/runner/runner if attempting to get back to first (1<sup>st</sup>) base. On a passed third strike, either player may cross over and touch either side of the bag in order to avoid a collision.

## **INNINGS/DISTANCES**

Below are the number of innings for each age group, along with the pitching/base distances:

1. Darlings – Three (3) innings, 35 foot pitching line, and 50 foot bases
2. Angels – Six (6) innings, 35 foot pitching line, and 60 foot bases



3. PonyTails – Six (6) innings, 40 foot pitching rubber, and 60 foot bases
4. Belles/Debs – Seven (7) innings, 43 foot pitching rubber, and 60 foot bases

### **SPECIAL RULES**

1. In all fast pitch divisions, if a batter is attempting to bunt with two strikes and the ball is hit foul, the batter will be out.
2. Coaches on defense must stay in dugout or behind face.
3. A ball that bounces over or under the fence is considered a ground rule double.
4. If a player cannot complete a game due to injury or sickness, she may have a sub, whether it is a legal or illegal sub. This excludes the SweeTees division, where no subs are available, the spot will be skipped. If the player leaves for any other reason, it is an automatic out. If a player is ejected from the game, and the team doesn't have a legal sub, then that will be an out.
5. There can be only one defensive move per inning except for the pitcher.
6. No jewelry is allowed. Any ear rings that are not removable must be covered with tape or a band aid.
7. All players that wear a hat/visor when they are playing defense must wear it the proper way. No player will be allowed to wear any thing on their head other than a hat/visor.
8. With two outs and the catcher on base the catcher must be replaced with the player that made the last out. This will allow the catcher to get the equipment on to start the next inning. If it is the last inning or time has expired, and the team batting will no play defense in that game, then the catcher can stay on base and run (the coach has the choice).
9. There shall be no loud chanting or calling “swing” at the opposing team.



## **RULE #5 – EQUIPMENT**

### **EQUIPMENT**

Make sure any equipment you use is approved by the national organization governing your league. If there are any problems with any equipment, it must be reported to your commissioner immediately.

### **EQUIPMENT WEARING**

All players must wear athletic shoes on the field. All batters and base runners must wear helmets and the helmet must be worn until the player enters the dugout. All batters and or base runner must wear a helmet with face protection on it. The first two (2) weeks of the season we will be giving a warning for every time a helmet is taken off before entering the dugout. After the two-week period, there will be no more warnings. **IT WILL BE AN AUTOMATIC OUT.**

The catcher must wear an approved head protector, a protective mask, with throat protector, body protector and baseball/softball shin guards. Any player warming up a pitcher at any location within the confines of the park or facility will be required to wear an approved head protector and an approved mask with throat protector. All protective equipment must conform to industry standards.

All batters/base runners must wear batters helmets that have the face protector.

### **SLINGING OF BATS**

The first two (2) weeks of the season the umpires will be giving a warning for every time a bat is slung. After the two-week period, there will be no more warnings. **IT WILL BE AN AUTOMATIC DEAD BALL OUT.**

### **BATS**

All bats must be approved softball bats. See Dixie approved list for bats. All bats must be approved by FYSB if they are not on the Dixie list.

### **UNIFORMS**

Uniforms are required to be worn by all players. Complete uniform consists of shirt, shoes, shorts or pants, and socks. It is the responsibility of each player to provide shorts or pants in a solid



color. The league will furnish the shirt. Uniforms furnished by the league will be worn for games only (not practice). Also they will not be worn in a place that would bring discredit or our sponsors.

## **RULE #6 – CHANGE OF RULES**

### **CHANGE OF RULES**

These rules can be changed only by a majority vote of the Board in a Board meeting.

### **RULES**

Any rule not covered by Florence Youth Softball Rules will be covered in NSA Official Rulebook.

## **DIXIE SOFTBALL RULES**

### **SWEETEEES 5-6** **Specific Playing Rules**

#### **THE PLAYING FIELD**

1. Base lines shall be fifty feet (50') in length.
2. The distance from the point of home plate to the center of second base and from first base to third base shall be seventy feet and nine inches (70' 9").
3. An arc reaching from the first base line to the third base line and measured ten feet (10') from the point of home plate toward the infield shall be drawn to determine when ball is in play when a batting tee is used. NOTE: When a coach-pitcher or pitching machine is used, the ten foot (10') arc will not be used and any ball hit into fair territory will be ruled FAIR.
4. (LOCAL LEAGUE OPTION) A vertical line (hash mark) shall be drawn at the halfway point between first and second base, second and third base, and third base and home plate. The line is to help the umpire in determining position of the baserunner and to which base the baserunner is entitled



when the ball is ruled dead under the eight-foot (8') radius circle rule under base running in the Dixie SweeTees Specific Playing Rules.

5. The eight-foot (8') radius circle shall always be drawn at a distance of forty feet (40') from home plate.

### **EQUIPMENT**

1. The official bat for the Dixie SweeTees will be those bats listed under Rule #5 - The Equipment with the exception that the Dixie SweeTees bat can be no longer than thirty-one inches (31") in length.

NOTE: In the Dixie SweeTees division only, bats that have the wording "Official Tee Ball" or words to the effect a bat is made for Tee Ball play and the name of an approved bat manufacturer of DSI appears on the bat, it is permitted for season and tournament play.

2. The batting Tee must have a flat surface, not to exceed seventeen inches (17") in width. It must be adjustable and have at the batting area no less than six inches (6") of a hard rubber material that maybe either flexible or not. The Tee may be made of any material(s) that a league chooses as long as there is at least six inches (6") of a rubber type hose at the top of the Tee.

NOTE: The Tee shall sit upon home plate when the batter is at bat.

### **IT SHALL BE A REGULATION GAME WHEN:**

1. Both teams have completed five (5) innings, and the visiting team has scored more runs than the home team.
2. The home team has scored more runs after four (4) innings than the visiting team has scored in five (5) innings.
3. The home team scores the winning run in the last half of the fifth (5th) inning before the tenth (10th) batter. If a batter in the last half of the final inning of a game hits a home run and the ball goes out of play, all runners on base and the batter shall be entitled to score, but all bases shall be touched in order.
4. After the end of five (5) innings with the score tied, play is continued until one team has scored more runs than the other in an equal number of innings. If the home team scores the winning run before the tenth (10th) batter in any extra inning, the game shall be ended.



EXCEPTION: After three (3) complete innings of play and the game is called because of darkness, rain or any other cause, it shall be a legal game and the team ahead shall be the winner.

NOTE: Games called because of rain, darkness or other reasons before they become regulation shall be resumed from the point of termination.

NOTE: Games called because of rain, darkness or other reasons other than a time limit after they have become regulation games shall revert to the score of the last completed inning.

NOTE: This rule will also apply to league championship games.

5. Games shortened by reason of curfew, rain or other acts of God shall be regulation games provided both teams have played three (3) or more complete innings of play, or in the case of the home team, anytime it is ahead after two and one-half (2 ½) innings of play.
6. One team has mathematically reached the point that the other team cannot win the game, the game shall be ended.

#### **IT IS A REGULATION TIE GAME WHEN:**

1. The score is even after three (3) or more complete innings.
2. After two and one-half (2 ½) or more innings, the home team is at bat and has scored enough runs to make the score even and the game is called.
3. Tie games shall be replayed from the beginning or from the exact point of termination at the discretion of the local league.
4. Any game which does not meet any of the conditions noted above shall be declared “no contest” and shall be replayed from the beginning.

#### **THE GAME, OFFENSE**

1. There will be ten (10) players on defense with only six (6) players in the infield with all being at least forty feet (40') from home plate at the point of time the ball is hit by the batter.

NOTE: The catcher and pitcher will be counted as infielders to satisfy this rule.



2. All outfielders must be at least ten feet (10') behind the base lines at the point of time the ball is hit by the batter.

NOTE: If any fielder is not at the proper distance when the batter hits the ball, the offensive team shall have the privilege of having nullified any portion of the play that occurred on the violation.

3. The offensive team will be made up of the entire team roster.

NOTE: If a team has fifteen (15) players registered on its team roster, and all fifteen (15) players show up for a game, then all fifteen (15) players shall be listed on the batting order, and all will bat their turn whether they are playing defense or not.

EXCEPTION: In the case of injury or illness, the injured or ill player shall miss her turn at bat with no penalty. The injured or ill player shall not be allowed to re-enter the game in which she became injured or ill.

**REMEMBER: ALL PLAYERS MUST PLAY AT LEAST TWO (2) COMPLETE CONSECUTIVE INNINGS (SIX [6] OUTS) ON DEFENSE**

NOTE: In Dixie SweeTees only, there may be up to four (4) coaches allowed when a batting tee is used and five (5) coaches used when a coach-pitcher or pitching machine is used. One of the coaches must stay in the dugout area while two (2) other coaches will take their place as either a coach at first base or third base. The fourth (4<sup>th</sup>) coach, when a batting tee is used, will be the coach that assists the batter. The fourth (4<sup>th</sup>) and fifth (5<sup>th</sup>) coaches, when a coach-pitcher or pitching machine is used, will be the coach that pitches or who places the ball in the pitching machine and the coach that catches.

The coach-pitcher and/or coach-catcher can, under supervision of the home plate umpire, assist verbally his players on offense. If the umpire rules that the coach-pitcher and/or coach-catcher is interfering with the defensive team by confusing them with instructions to his players, then the coach-pitcher and/or coach-catcher CANNOT assist his team while his team is on offense.

4. An inning shall be ended with the end of play of the tenth (10<sup>th</sup>) batter in that inning.

NOTE: DIXIE SWEETEEES WILL PLAY THE TEN (10) BATTERS RULE ONLY AND WILL NOT BE ALLOWED TO USE THE THREE (3) OUTS RULE DURING SEASON PLAY.

NOTE: "END OF PLAY" on the tenth (10<sup>th</sup>) batter shall be interpreted to be when an out has been made on the tenth (10<sup>th</sup>) batter, or any baserunner on base at the time the tenth (10<sup>th</sup>) batter bats or when the umpire declares that play is dead because a baserunner cannot advance without being put-





out because a fielder is holding the ball between her and the next base she is going to or when a defensive player is touching home plate with the ball in her possession.

NOTE: When the tenth (10<sup>th</sup>) batter steps to home plate and takes her position in the batter's box, at that point two (2) outs will be called even though the batting team may in fact not have any outs.

5. The offensive team's manager or scorekeeper must notify the umpire when the tenth (10<sup>th</sup>) batter comes to bat and the umpire shall notify the defensive team.

NOTE: (LOCAL LEAGUE OPTION) A team completes its offensive half of an inning when all members of the team have batted. If one (1) team has more players than the other, the extra players are permitted to bat although any runs scored as a result of the extra players batting shall NOT count in the score of the game. The number of players counting for score is the minimum number of players present or ten (10), whichever is more at game time. All rules applying to the tenth (10<sup>th</sup>) batter shall apply to the tenth (10<sup>th</sup>) batter or the minimum number of batters. Each team shall be required to play ten (10) players or the minimum number of players, whichever is greater, two (2) complete consecutive innings (six [6] outs on defense).

6. There will be no bunting. If a batter is ruled to have bunted the ball by the umpire, the batter shall be called "OUT".
7. There will be no base on balls or hit by pitch advancements to bases in Dixie Sweetees.
8. THERE WILL BE NO THREE (3) STRIKES RULE IN THE DIXIE SWEETEEES DURING REGULAR SEASON PLAY.

### **BASERUNNING**

1. The baserunner shall not steal a base or take a lead off the base being occupied.
2. The baserunner shall advance only when the ball has been hit past the ten foot (10') arc.
3. The ball is dead and all baserunners must stop at the base the umpire rules they are entitled when:
  - a. The pitcher or player-pitcher has possession of a thrown ball inside the eight foot (8') radius circle.

- b. At the moment a thrown ball hits the ground inside the eight foot (8') radius circle or touches the pitcher's uniform or player-pitcher's uniform or person while the pitcher or player-pitcher is within the eight foot (8') radius circle.

NOTE: If a thrown ball leaves the eight foot (8') radius circle after having touched the ground or touched the pitcher's or player-pitcher's uniform or person, the baserunners will be allowed to continue to the next base if they have gone past the vertical line between the bases when the ball was ruled dead by the umpire.

NOTE: If, in the umpire's judgement, a thrown ball that hits the ground inside the eight foot (8') radius circle or touches the pitcher's or player-pitcher's uniform or person while the pitcher or player-pitcher is inside the eight foot (8') radius circle was thrown in such a manner as to be making a play on a baserunner or batter/baserunner the ball will be ruled alive and play shall continue. This rule will be within the umpire's judgement and cannot be protested.

- c. With the pitcher or player-pitcher inside the eight foot (8') radius circle, a defensive player enters the eight foot (8') radius circle with the ball in her possession.

NOTE: THE PITCHER DOES NOT HAVE TO HAVE POSSESSION OF THE BALL INSIDE THE EIGHT FOOT (8') RADIUS CIRCLE IN ORDER TO STOP PLAY.

- 4. If a baserunner leaves her base before the ball is hit by the batter, the base umpire shall signal "delayed dead ball" to indicate the violation at the time it occurs. The defensive team shall have the privilege of having nullified any portion of the play that occurred on the violation.

NOTE: If the baserunner leaves her base after the bat breaks the plane of the Batting Tee or home plate and the batter misses the ball or if the ball goes foul or if the ball does not go beyond the ten foot (10') arc, there will be no penalty. The ball is ruled "dead".

NOTE: The bat coming in contact with the ball or the bat breaking the plane of the Batting Tee or home plate is within the judgement of the umpire.

NOTE: If both the offensive and defensive teams are in violation of a rule on the same play, then the ball is ruled "dead".

- 5. The infield fly rule does not apply.



**EACH BASERUNNER, INCLUDING THE BATTER/BASERUNNER, SHALL WITHOUT DANGER OF BEING PUT OUT, ADVANCE:**

1. To home plate, if the batter hits a fair fly ball over the fence or into the bleachers one hundred feet (100') or more from home plate, provided all baserunners touch all bases legally. (Application of this rule is subject to "Baserunning" Rule 4 and "Pitching" Rule 2 of Dixie SweeTees Specific Playing Rules)
2. The batter hitting the home run shall be required to run the bases and she shall be required to touch all bases.

NOTE: Dixie Softball recommends that the home run fence be placed at a distance of one hundred twenty feet (120') from home plate.

3. Two (2) bases if the batter hits a fly ball that passes over a fence less than one hundred feet (100') from home plate.
4. Two (2) bases if a fair ball touches a spectator or if it bounces into a stand outside the first or third base foul lines or if it goes through or under a fence, scoreboard, etc., or bounces over a fence.
5. Baserunners caught between bases when the pitcher or player-pitcher gains possession of the ball inside the eight foot (8') radius circle, must stop at the next base, or return to the last base she was legally entitled as judged by the umpire. In the Dixie SweeTees division, the baserunner will not be called out if she does not immediately advance or return to a base.

NOTE: The umpires are instructed to not allow a baserunner to stop between bases in order to try to make a pitcher or player-pitcher possibly commit an error. The pitcher or player-pitcher does not have to have the ball inside the eight foot (8') radius circle for the umpire to call the play dead.

**PITCHING RULES**

1. If a pitcher or player-pitcher does not take her normal pitching position or leaves the area she is assigned and/or if any of the infielders or outfielders are not at the proper distance at the point the batter hits the ball, the base umpire shall signal "delayed dead ball" to indicate the violation at the time it occurs. The offensive team shall have the privilege of having nullified any portion of the play that occurred on the violation.



EXAMPLE A: The batter hits a home run over the fence but the pitcher left the pitcher's plate early or the player-pitcher was not in a proper area. The offensive team may take the home run and all runs scored shall count.

EXAMPLE B: With no outs and a baserunner on first, the batter hits into a double play but the pitcher left the pitcher's plate early or the player-pitcher was not in a proper area. The offensive team may nullify the double play with all baserunners returning to the base they occupied at the time the batter hit the ball. The play shall be declared "dead".

2. A pitcher or player-pitcher removed from the mound shall be allowed to return to the mound one (1) time in the same game. NOTE: To satisfy this rule it will be ruled that if a pitcher returns to the mound in the same inning of a game in which she was removed she shall be credited with pitching in ONLY one (1) inning for the inning in which she was removed.
3. Any coach-pitcher may return to the mound during a game.

#### **SPECIFIC RULES WHEN A BATTING TEE IS USED**

1. The distance from the front of the pitcher's plate to the point of home plate shall be forty feet (40').
2. The player-pitcher playing the pitcher's position must have both feet in contact with the pitcher plate at the point of time the ball is hit.
3. The catcher must stand beside the home plate umpire when a batter is striking at the ball.

NOTE: To satisfy this rule, the home plate umpire must stand directly behind the batter and the catcher must stand to the right of the umpire if there is a right-handed batter and to the left of the umpire if there is a left-handed batter.

NOTE: The catcher MUST wear a batting helmet with an attached face shield or a regulation catcher's helmet with a mask. Any other catcher's equipment is option to the leagues, however, Dixie Softball recommend that all catcher's equipment be used for safety's sake.

4. Each batter will be allowed only three (3) swings at the ball.

NOTE: If, on the third (3<sup>rd</sup>) swing, the ball does not pass the ten foot (10') arc, or is fouled off, the batter shall continue to bat until she either hits the ball into fair territory or she swings at and misses the ball.



NOTE: THE HOME PLATE UMPIRE SHALL BE RESPONSIBLE FOR PLACING THE BALL ON THE TEE, REMOVING THE TEE FROM HOME PLATE WHEN A BASERUNNER IS RUNNING TO HOME PLATE AND REPLACING THE TEE UPON HOME PLATE WHEN PLAY IS TO RESUME.

### **SPECIFIC RULES WHEN A COACH-PITCHER IS USED**

1. The eight foot (8') radius circle shall be drawn around the forty feet (40') pitcher's plate distance.
2. The player-pitcher shall stand with both feet inside the eight foot (8') radius circle even with or behind (but not in front) of the pitcher's plate. NOTE: To satisfy this rule, the player-pitcher does not have to be in contact with the pitcher's plate at the point of time the ball is hit.
3. The coach-pitcher will pitch from a distance of thirty feet (30'). He shall pitch the ball in an underhanded manner.
4. The coach-pitcher must make every effort to avoid interfering with any ball put into play by either being hit by a batted ball or a thrown ball. A coach-pitcher should make every effort to leave the ball field opposite where the ball is hit. If the ball is hit up the middle the coach should try to leave the ball field to the side he feels would less likely interfere with play.

NOTE: If, in the judgement of the umpire, a coach-pitcher intentionally interfered with the play, the penalty shall be: The batter is out and the ball is dead. All baserunners must return to the last base they legally occupied. If, in the judgement of the umpire, the coach-pitcher unintentionally interfered with the play then the ball is ruled dead and the pitch replayed.

NOTE: The coach-pitcher shall only field the ball when it is being thrown to him in order to put the ball back in play.

5. All player-catchers and coach-catchers who play in the normal catcher's position or, in the case of a player-catcher playing in an abnormal position, MUST wear ALL equipment that is traditionally worn by a catcher, i.e. mask with throat protector, helmet, chest protector and shin guards. If the coach-catcher is a male, a protective "cup" must be worn.
6. If a coach-catcher is used, the player playing the position of catcher MUST wear a regulation catcher's helmet with a mask. The catcher must stand in an area designated safe by the home plate umpire when a pitch is being thrown to a batter.



7. Each batter will be allowed five (5) pitches to be thrown to her in which she can: (1) Strike at and miss three (3) pitches thus creating a “strike out” or, (2) Hit the ball into fair territory. NOTE: If, after five (5) pitches to the same batter are fouled off, the batter shall continue batting until she either swings at and misses the ball or hits the ball into fair territory.
8. Bunting is not allowed.

### **SPECIFIC RULES WHEN A PITCHING MACHINE IS USED**

1. The eight foot (8’) radius circle shall be drawn around the forty feet (40’) pitcher’s plate distance.
2. The player-pitcher shall stand at any position within the eight foot (8’) radius circle as long as the player-pitcher is in line with or behind the pitcher’s plate.
3. The pitching machine shall be placed at a distance of thirty feet (30’) from the point of home plate.
4. The coach-pitcher must take a position behind the pitching machine and MUST hold the ball over his head and should make sure that the batter has his attention before placing the ball into the pitching machine. Once the ball is placed into the pitching machine the coach-pitcher is to protect any player who is approaching the pitching machine trying to make a play on the ball. If, in the opinion of the coach-pitcher, a player is in danger of running into the pitching machine, the coach-pitcher is to stand between the player and the pitching machine in order to keep the player from running into the machine. If a player runs into the coach-pitcher the ball shall be ruled “dead” and the batter will be placed on first base without liability of being put out and any baserunner forced to do so will be advanced one base. All baserunners not forced to move to another base shall remain at the base they were occupying.
5. If a batted ball hits the pitching machine the batter will be placed on first base without liability of being put out and any baserunner forced to do so will be advanced one base. All baserunners not forced to move to another base shall remain at the base they were occupying.
6. If a coach-catcher is used then the player-catcher playing the position of catcher MUST wear a batting helmet with an attached face shield or a regulation catcher’s helmet with a mask. The player-catcher must stand in an area designated safe by the home plate umpire when a pitch is made to the batter.
7. Each batter will be allowed five (5) swings in which she can either strike at and miss and/or foul off or hit the ball into fair territory.



NOTE: If, after five (5) pitches, a batter has not hit the ball into fair territory, she shall be declared "OUT".

NOTE: If, on the fifth (5<sup>th</sup>) pitch, the ball is fouled off, the batter shall continue to bat until she either hits the ball into fair territory or she swings at and misses the ball.

8. Each team will decide as to what type ball will be pitched to their team.
9. Each team will decide as to what speed the pitching machine will be set on for balls being pitched to their team.
10. The home team must supply the pitching machine. EXCEPTION: The visiting team may use their own pitching machine if it is of a different model than the machine the home team is supplying.
11. Bunting is not allowed.

**SPECIAL LEAGUE RULE: When A Hitting Tee Is Used, All Defensive Players Cannot Be Closer Than Forty Feet (40') From Home Plate.**



## **DARLINGS 7-8** **Specific Playing Rules**

### **THE PLAYING FIELD**

1. Baselines shall be fifty feet (50') in length.
2. The distance from the front side of the pitcher's plate to the point of home plate shall be thirty feet (30').
3. The distance from the point of home plate to the center of second base and from first base to third base shall be seventy feet and nine inches (70' 9").
4. (LOCAL LEAGUE OPTION) A vertical line (hash mark) shall be drawn at the halfway point between first and second base, second and third base, and third base and home plate. The line is to help the umpire in determining position of the baserunner and to which base the baserunner is entitled when the ball is ruled dead under the eight foot (8') radius circle rule under "Baserunning" in the Dixie Darlings Specific Playing Rules. **Note: This rule will apply during tournament play.**

### **IT SHALL BE A REGULATION GAME WHEN:**

1. Both teams have competed five (5) innings, and the visiting team has scored more runs than the home team.
2. The home team has scored more runs after four (4) innings than the visiting team has scored in five (5) innings.
3. The home team scores the winning run in the last half of the fifth (5<sup>th</sup>) inning before the third (3<sup>rd</sup>) out. If a batter in the last half of the final inning of a game hits a home run and the ball goes out of play, all runners on base and the batter shall be entitled to score, but all bases shall be touched in order.
4. After the end of five (5) innings with the score tied, play is continued until one team has scored more runs than the other in an equal number of innings. If the home team scores the winning run before the third (3<sup>rd</sup>) out in any extra inning, the game shall be ended.

EXCEPTION: After three (3) complete innings of play and the game is called because of darkness, rain or any other cause, it shall be a legal game and the team ahead shall be the winner.

NOTE: Games called because of rain, darkness or other reasons before they become regulation games shall be resumed from the point of termination.





NOTE: Games called because of rain, darkness or other reasons other than a time limit after they have become regulation games shall revert to the score of the last completed inning.

NOTE: This rule will also apply to league championship games.

5. Games shortened by reason of curfew, rain or other acts of God shall be regulation games provided both teams have played three (3) or more complete innings of play, or in the case of the home team, anytime it is ahead after two and one-half (2 ½) innings of play. Pitchers shall only be charged for innings actually pitched. NOTE: Both teams must have an equal opportunity with the same number of innings at bat. Runs scored by the visiting team in the top half of an inning do not count until the home team has had its opportunity to bat in the bottom half of that inning unless the home team manager wishes to concede.
6. One team has mathematically reached the point that the other team cannot win the game, the game shall be ended.

#### **IT IS A REGULATION TIE GAME WHEN:**

1. The score is even after three (3) or more complete innings.
2. After two and one-half (2 ½) or more innings, the home team is at bat and has scored enough runs to make the score even and the game is called.
3. Tie games shall be replayed from the beginning or from the exact point of termination at the discretion of the local league. Pitchers shall be subject to regular eligibility rules, and under no condition shall they pitch in more innings than allowed by the “Pitching Rules” of Dixie Darlings Specific Playing Rules.

NOTE: This rule does not give a pitcher extra eligibility of innings because she did not possibly use up her eligible innings in the week in which the original tie game was stopped.

4. Any game which does not meet any of the conditions noted above shall be declared “no contest” and shall be replayed from the beginning.

#### **THE GAME, OFFENSE**

1. The catcher shall NOT be required to catch the third (3<sup>rd</sup>) strike, except for a foul tip. The batter shall be out and the baserunners shall NOT advance.



2. There will be ten (10) players on defense with only six (6) players in the infield at the point of the ball being released to the batter by the pitcher. NOTE: The catcher and pitcher will be counted as infielders to satisfy this rule.
3. All outfielders must be at least ten feet (10') behind the baselines at the point of the ball being hit by the batter.
4. The offensive team will be made of the entire team roster.

NOTE: If a team has fifteen (15) players registered on its team roster, and all fifteen (15) players show up for a game, then all fifteen (15) players shall be listed on the batting order, and all will bat their turn whether they are playing defense or not.

EXCEPTION: In the case of injury or illness, the injured or ill player shall miss her turn at bat with no penalty. The injured or ill player shall not be allowed to re-enter the game in which she became injured or ill.

**REMEMBER: ALL PLAYERS MUST PLAY AT LEAST TWO (2) COMPLETE CONSECUTIVE INNINGS (SIX [6] OUTS) ON DEFENSE.**

5. An inning shall be ended with the third (3<sup>rd</sup>) out or end of play of the tenth (10<sup>th</sup>) batter in that inning. If the tenth (10<sup>th</sup>) batter walks, is hit by a pitched ball or there is catcher's interference, all baserunners, whether forced or not, shall advance two (2) bases.

NOTE: "End of Play" on the tenth (10<sup>th</sup>) batter shall be interpreted to be when an out has been made on the tenth (10<sup>th</sup>) batter, or any baserunner on base at the time the tenth (10<sup>th</sup>) batter bats or when the umpire declares that play is dead because a baserunner cannot advance without being put-out because a fielder is holding the ball between her and the next base she is going to or when a defensive player is touching home plate with the ball in her possession.

NOTE: When the tenth (10<sup>th</sup>) batter steps to the plate and takes her position in the batter's box, at that point two (2) outs will be called even though the batting team may in fact not have any outs.

NOTE: (LOCAL LEAGUE OPTION) A team completes its offensive half of an inning when all members of the team have batted. If one (1) team has more players than the other, the extra players are permitted to bat although any runs scored as a result of the extra players batting shall NOT count in the score of the game. The number of players counting for score is the minimum number of players present or ten (10), whichever is more at game time. All rules applying to the tenth (10<sup>th</sup>) batter shall apply to the tenth (10<sup>th</sup>) batter or to the minimum number of batters. Each team shall be required to



play ten (10) players or the minimum number, whichever is greater, two (2) complete consecutive innings (six [6] outs on defense).

## **BASERUNNING**

1. The baserunner shall not steal a base or take a lead off the base being occupied.
2. The baserunner shall not advance on a wild pitch by the pitcher or a passed ball by the catcher.
3. The baserunner shall advance only when a ball has been hit into fair territory by the batter or when forced to advance by a base on balls and/or a hit batter or when a fly ball is caught in foul territory.
4. The ball is dead and all baserunners must stop at the base the umpire rules they are entitled when: the pitcher or player-pitcher has possession of a thrown ball inside the eight-foot (8') radius circle.  
NOTE: If the ball is hit directly back to the pitcher or player-pitcher inside the eight-foot (8') radius circle and the pitcher or player-pitcher makes no play, all batters and baserunners will be entitled to advance one (1) base only, without liability of being put out. If the pitcher or player-pitcher chooses to make a play then normal baserunning rules will apply.
5. If a baserunner leaves her base before the ball is hit by the batter, the base umpire shall signal "delayed dead ball" to indicate the violation at the time it occurs. The defensive team shall have the privilege of having nullified any portion of the play that occurred on the violation.
6. Hash marks shall be drawn half way between first base and second base; second base and third base; and third base and home plate in order to help the umpire to determine whether a baserunner has advanced more than one-half the distance between bases. If a player has passed the hash mark before the player-pitcher has possession of the ball inside the eight-foot (8') radius circle she shall be awarded the base she was attempting to reach without liability of being put out.

NOTE: Once the player-pitcher has possession of the ball inside the eight-foot (8') radius circle the ball becomes "dead" and no play can be made on any baserunner.

NOTE: If any outfielder is not at the proper distance when the ball is hit, then the offensive team has the privilege of Rule 4 of "Baserunning" Dixie Darlings Specific Playing Rules. If both the offensive and defensive teams are in error, the ball is ruled "dead."

7. The infield fly rule does not apply.



**EACH BASERUNNER, INCLUDING THE BATTER/BASERUNNER, SHALL WITHOUT DANGER OF BEING PUT OUT, ADVANCE:**

1. To home plate, if the batter hits a fair fly ball over the fence or into the bleachers one hundred twenty feet (120') and or more from home plate, provided all baserunners touch all bases legally. (Application of this rule is subject to Rule 4 of "Baserunning" Dixie Darlings Specific Playing Rules) The batter hitting the home run shall be required to run the bases and she shall be required to touch all bases.

NOTE: Dixie Softball recommends that the home run fence be placed at a distance of one hundred thirty feet (130') from home plate.

2. Two (2) bases if the batter hits a fair fly ball that passes over a fence less than one hundred twenty feet (120') and from home plate. The ball is dead.
3. Two (2) bases if a fair ball touches a spectator or if it bounces into a stand outside the first or third base foul lines or if it goes through or under a fence, scoreboard, etc., or bounces over a fence.

**PITCHING RULES**

NOTE: Leagues that play Dixie Darlings have the option during regular season play to use either the pitching machine or coach-pitcher rules found in the Dixie Darlings Rules.

NOTE: In tournament play the Dixie Darlings shall use Coach Pitch Rules.

NOTE: A coach-pitcher may pitch every inning of every game when coach-pitcher rules are used.

1. A pitcher or player-pitcher shall be limited to seven (7) innings of playing that position between Monday through the following Sunday night except that in a tie game at the end of the five (5) innings the starting pitcher or player-pitcher may play that position in the sixth (6<sup>th</sup>) inning, except as described in Rule 5 of "Pitching Rules" of Dixie Darlings Specific Playing Rules. Under no condition shall a pitcher or player-pitcher play that position in more than five (5) innings in one (1) game except as noted above.

NOTE: The extra inning rule does not apply to a starting pitcher or player-pitcher who was removed from and returned to that position in the same game, regardless of which inning she returned.



NOTE: The pitcher or player-pitcher shall be charged only for the innings she played that position. If a pitcher or player-pitcher does not have to play that position in the bottom half of an inning she is not charged for that inning.

2. A pitcher or player-pitcher removed from that position shall be allowed to return to that position one (1) time in the same game. NOTE: To satisfy this rule it will be ruled that if a pitcher or player-pitcher returns to that position in the same inning of a game in which she was removed she shall be credited with playing that position in ONLY one (1) inning for the inning in which she was removed.
3. (LOCAL LEAGUE OPTION) After four (4) batters have walked in an inning, the offensive team's manager or coach comes in to pitch for the rest of the inning. (NOTE: A hit batter counts as a walk).

NOTE: A player-pitcher removed from the mound under this rule may return to the mound in the next inning and may continue to pitch until such time her coach removes her for circumstances other than what is covered in this rule.

NOTE: If this LOCAL LEAGUE OPTION is adopted the eight foot (8') radius circle shall be drawn around the forty feet (40') pitcher's plate distance.

4. Innings pitched in games declared "no contest" shall count.
5. In a series or single game played in a local league or between two (2) teams in a regional play-off that is decided by a best of three (3) series, or played under the double elimination tournament bracket or by a single game play-off, a player-pitcher shall play that position in only five (5) or six (6) innings in the case she is the starting player-pitcher. This may be a series to determine a first or second half winner in the event two (2) or more teams are tied at the end of either half, or in a series between first and second half winners to determine league champion. All such games shall be played to a conclusion unless the team behind wishes to concede. All player-pitchers shall be eligible to play that position in such a series or playoff.

NOTE: This rule allows a player-pitcher to play that position in only five (5) innings of a regular season game(s) and five (5) innings of a league championship game(s) during a week with the exception of "Pitching Rules" Rule 1 which allows a starting player-pitcher an extra inning in case of tie games.

EXAMPLE A: A player-pitcher plays that position five (5) innings in a regular season game on Monday. She then plays that position five (5) innings in a league championship game on Thursday of the same week. This is legal.



EXAMPLE B: A player-pitcher pitches five (5) innings in a regular season game on Monday. She then pitches five (5) innings in a league championship game on Thursday and she then pitches five (5) innings in a regular season game on Friday of the same week. This is illegal.

All other local league rules shall apply and protests shall be handled according to Dixie Softball Rules.

6. In exhibition games a pitcher or player-pitcher shall be allowed to play that position three (3) additional innings, or a total of ten (10) innings for the week at one time during the season.
7. The responsibility for the above rules shall be with the managers of the competing teams but the official scorekeeper is directed to notify the manger, whenever possible, to prevent a violation and protested game.

#### **SPECIFIC RULES WHEN A COACH-PITCHER IS USED**

1. The eight foot (8') radius circle shall be drawn around the forty feet (40') pitcher's plate distance.
2. The player-pitcher shall stand at any position within the eight foot (8') radius circle as long as the player-pitcher is in line with or behind the pitcher's plate.

NOTE: To satisfy this rule the player-pitcher does not have to be in contact with the pitcher's plate at the point of time the ball is hit.

3. The coach-pitcher will pitch from a distance of thirty feet (30'). He shall pitch the ball in an underhanded manner.
4. The coach-pitcher must make every effort to avoid interfering with any ball put into play by either being hit by a batted ball or a thrown ball by defensive player. A coach-pitcher should make every effort to leave the ball field opposite where the ball is hit. If the ball is hit up the middle the coach should try to leave the ball field to the side he feels would less likely interfere with play.

NOTE: If, in the judgement of the umpire, a coach-pitcher intentionally interfered with the play, the penalty shall be: The batter is out and the ball is dead. All baserunners must return to the last base they legally occupied. If, in the opinion of the umpire, a coach-pitcher unintentionally interfered with the play the play will be ruled dead and the pitch shall be replayed.

NOTE: The coach-pitcher shall only field the ball when it is being thrown to him in order to put the ball back in play.



5. All player-catchers and coach-catchers who play in the normal catcher's position or, in the case of a player-catcher playing in an abnormal position, MUST wear ALL equipment that is traditionally worn by a catcher, i.e., mask with throat protector, helmet, chest protector and shin guards. If the coach-catcher is a male a protective "cup" must be worn. Coach-catchers are not allowed in Dixie Darlings tournament play.
6. If a coach-catcher is used, the player playing the position of catcher MUST wear a helmet, mask with throat protector and a chest protector and stand in an area designated safe by the home plate umpire when a pitch is being thrown to a batter.
7. Each batter will be allowed five (5) pitches to be thrown to her in which she can: (1) Strike at and miss three (3) pitches thus creating a "strike out" or, (2) Hit the ball into fair territory. NOTE: If, after five (5) pitches to the same batter are fouled off, the batter shall continue batting until she either swings at and misses the ball or hits the ball into fair territory.
8. Bunting is not allowed.

**SPECIAL LEAGUE RULE: When A Hitting Tee Is Used, All Defensive Players Cannot Be Closer Than Forty Feet (40') From Home Plate.**



## **ANGELS 9-10** **Specific Playing Rules**

### **THE PLAYING FIELD**

1. Baselines shall be sixty feet (60') in length.
2. The distance from the front side of the pitcher's plate to the point of home plate shall be thirty-five feet (35').
3. The distance from the point of home plate to the center of second base and from first base to third base shall be eighty-four feet and ten inches (84' 10").

### **IT SHALL BE A REGULATION GAME WHEN:**

1. Both teams have completed five (5) innings, and the visiting team has scored more runs than the home team.
2. The home team has scored more runs after four (4) innings than the visiting team has scored in five (5) innings.
3. The home team scores the winning run in the last half of the sixth (6<sup>th</sup>) inning before the third (3<sup>rd</sup>) out. If a batter in the last half of the final inning of a game hits a home run and the ball goes out of play, all runners on base and the batter shall be entitled to score, but all bases shall be touched in order.
4. After the end of five (5) innings with the score tied, play is continued until one team has scored more runs than the other in an equal number of innings. If the home team scores the winning run before the third (3<sup>rd</sup>) out in any extra inning, the game shall be ended.

EXCEPTION: When a team is ten (10) runs ahead after two (2) complete innings of play and the game is called because of darkness, rain or any other cause, it shall be a legal game and the team ahead shall be the winner.

NOTE: Games called because of rain, darkness or other reasons before they become regulation games shall be resumed from the point of termination.

NOTE: Games called because of rain, darkness or other reasons other than a time limit after they have become regulation games shall revert to the score of the last completed inning.





NOTE: This rule will also apply to league championship games.

5. Games shortened by reason of curfew, rain or other acts of God shall be regulation games provided both teams have played three (3) or more complete innings of play, or in the case of the home team, anytime it is ahead after two and one-half (2 ½) innings of play. Pitchers shall only be charged for innings actually pitched.
6. One team has mathematically reached the point that the other team cannot win the game, the game shall be ended.

### **IT IS A REGULATION TIE GAME WHEN:**

1. The score is even after three (3) or more complete innings.
2. After two and one-half (2 ½) or more innings, the home team is at bat and has scored enough runs to make the score even and the game is called.
3. Tie games shall be replayed from the beginning or from the exact point of termination at the discretion of the local league. Pitchers shall be subject to regular eligibility rules, and under no condition shall they pitch in more innings than allowed by the “Pitching Rules” of Dixie Angels Specific Playing Rules.

NOTE: This rule does not give a pitcher extra eligibility of innings because she did not possibly use up her eligible innings in the week in which the original tie game was stopped.

4. Any game which does not meet any of the conditions noted above shall be declared “no contest” and shall be replayed from the beginning.

### **THE GAME, OFFENSE**

1. The catcher shall NOT be required to catch the third (3<sup>rd</sup>) strike, except for a foul tip. The batter shall be out and the baserunners shall NOT advance.
2. There will be ten (10) players on defense with only six (6) players in the infield at the point of the ball being released to the batter by the pitcher. NOTE: The catcher and pitcher will be counted as infielders to satisfy this rule.
3. All outfielders must be at least ten feet (10’) behind the baselines at the point of the ball being hit by the batter.



4. The offensive team will be made of the entire team roster.

NOTE: If a team has fifteen (15) players registered on its team roster, and all fifteen (15) players show up for a game, then all fifteen (15) players shall be listed on the batting order, and all will bat their turn whether they are playing defense or not.

EXCEPTION: In the case of injury or illness, the injured or ill player shall miss her turn at bat with no penalty. The injured or ill player shall not be allowed to re-enter the game in which she became injured or ill.

**REMEMBER: ALL PLAYERS MUST PLAY AT LEAST TWO (2) COMPLETE CONSECUTIVE INNINGS (SIX [6] OUTS) ON DEFENSE.**

5. An inning shall be ended with the third (3<sup>rd</sup>) out or end of play of the tenth (10<sup>th</sup>) batter in that inning. If the tenth (10<sup>th</sup>) batter walks, is hit by a pitched ball or there is catcher's interference, all baserunners, whether forced or not, shall advance two (2) bases.

NOTE: "End of Play" on the tenth (10<sup>th</sup>) batter shall be interpreted to be when an out has been made on the tenth (10<sup>th</sup>) batter, or any baserunner on base at the time the tenth (10<sup>th</sup>) batter bats or when the umpire declares that play is dead because a baserunner cannot advance without being put-out because a fielder is holding the ball between her and the next base she is going to or when a defensive player is touching home plate with the ball in her possession.

NOTE: When the tenth (10<sup>th</sup>) batter steps to the plate and takes her position in the batter's box, at that point two (2) outs will be called even though the batting team may in fact not have any outs.

NOTE: (LOCAL LEAGUE OPTION) A team completes its offensive half of an inning when all members of the team have batted. If one (1) team has more players than the other, the extra players are permitted to bat although any runs scored as a result of the extra players batting shall NOT count in the score of the game. The number of players counting for score is the minimum number of players present or ten (10), whichever is more at game time. All rules applying to the tenth (10<sup>th</sup>) batter shall apply to the tenth (10<sup>th</sup>) batter or to the minimum number of batters. Each team shall be required to play ten (10) players or the minimum number, whichever is greater, two (2) complete consecutive innings (six [6] outs on defense).

NOTE: In tournament play, the ten (10) batter rule does NOT APPLY.



## **BASERUNNING**

1. The baserunner shall not steal a base.
2. The baserunner shall not advance on a wild pitch by the pitcher or a passed ball by the catcher.
3. The baserunner shall advance only when a ball has been hit into fair territory by the batter or when forced to advance by a base on balls and/or a hit batter or when a fly ball is caught in foul territory.
4. If a baserunner leaves her base before the ball is hit by the batter, the base umpire shall signal “delayed dead ball” to indicate the violation at the time it occurs. The defensive team shall have the privilege of having nullified any portion of the play that occurred on the violation.

NOTE: This rule allows a Dixie Angels baserunner to leave the base when the ball reaches the batter but does not allow her to steal a base.

NOTE: If any outfielder is not at the proper distance when the ball is hit, then the offensive team has the privilege of “Baserunning” Rule 4 of Dixie Angels Specific Playing Rules. If both the offensive and defensive teams are in error, the ball is ruled “dead.”

## **EACH BASERUNNER, INCLUDING THE BATTER/BASERUNNER, SHALL WITHOUT DANGER OF BEING PUT OUT, ADVANCE:**

1. To home plate, if the batter hits a fair fly ball over the fence or into the bleachers one hundred forty feet (140') and or more from home plate, provided all baserunners touch all bases legally. (Application of this rule is subject to Rule 5 of “Baserunning” of Dixie Angles specific playing rules). The batter hitting the home run shall be required to run the bases and she shall be required to touch all bases.

NOTE: Dixie Softball recommends that the home run fence be placed at a distance of one hundred sixty feet (160') from home plate.

2. Two (2) bases if the batter hits a fair fly ball that passes over a fence less than one hundred forty feet (140') from home plate. The ball is dead.
3. Two (2) bases if a fair ball touches a spectator or if it bounces into a stand outside the first or third base foul lines or if it goes through or under a fence, scoreboard, etc., or bounces over a fence.



4. The batter that receives a base on balls must stop at first base. All other baserunners may advance only if they are forced to do so. NOTE: This rule does NOT remove the two (2) base rule that is applied in Rule 5 of “The Game, Offense” of Dixie Angels Specific Playing Rules.
5. The infield fly rule applies.

### **PITCHING RULES**

1. A pitcher shall not pitch more than seven (7) innings between Monday through the following Sunday night except that in a tie game at the end of the five (5) innings the starting pitcher may pitch the sixth (6<sup>th</sup>) inning and except as described in Rule 5 of “Pitching Rules” of Dixie Angels Specific Playing Rules. Under no condition shall a pitcher pitch in more than five (5) innings in one (1) game except as noted above.

NOTE: The extra inning rule does not apply to a starting pitcher who was removed from and returned to the mound in the same game, regardless of which inning she returned. Once a starting pitcher is removed from the mound in a game she will be allowed only five (5) innings in which to pitch in that game.

NOTE: The pitcher shall be charged only for the innings pitched. If a pitcher does not have to pitch the bottom half of an inning she is NOT charged for that inning.

2. A pitcher removed from the mound shall be allowed to return to the mound one (1) time in the same game. NOTE: To satisfy this rule it will be ruled that if a pitcher returns to the mound in the same inning of a game in which she was removed she shall be credited with pitching in ONLY one (1) inning for the inning in which she was removed.
3. (LOCAL LEAGUE OPTION) After four (4) batters have walked in an inning, the offensive team’s manager or coach comes in to pitch for the rest of the inning. (NOTE: A hit batter does not count as a walk). Present coach-pitch rules that appear in the Dixie Darlings Specific Playing Rules will apply to satisfy this rule.

NOTE: A pitcher removed from the mound under this rule may return to the mound in the next inning and may continue to pitch until such time her coach removes her for circumstances other than what is covered in this rule. NOTE: If this LOCAL LEAGUE OPTION is adopted the eight foot (8’) radius circle shall be drawn around the forty feet (40’) pitcher’s plate distance.

NOTE: In Dixie Angels tournament play, pitching machines and coach/pitchers shall NOT be used.



4. Innings pitched in games declared “no contest” shall count.
  
5. In a series or single game played in a local league or between two (2) teams in a regional play-off that is decided by a best of three (3) series, or played under the double elimination tournament bracket or by a single game play-off, a pitcher shall pitch in only five (5) or six (6) innings in the case she is the starting pitcher. This may be a series to determine a first or second half winner in the event two (2) or more teams are tied at the end of either half, or in a series between first and second half winners to determine league champion. All such games shall be played to a conclusion unless the team behind wishes to concede. All pitchers shall be eligible to pitch in such a series or playoff.

NOTE: This rule allows a pitcher to pitch in only five (5) innings of a regular season game(s) and five (5) innings of a league championship game(s) during a week with the exception of “Pitching Rules” Rule 1 which allows a starting pitcher an extra inning in case of tie games.

EXAMPLE A: A pitcher pitches five (5) innings of a regular season game on Monday. She then pitches five (5) innings in a league championship game on Thursday of the same week. This is legal.

EXAMPLE B: A pitcher pitches five (5) innings in a regular season game on Monday. She then pitches five (5) innings in a league championship game on Thursday and she then pitches five (5) innings in a regular season game on Friday of the same week. This is illegal.

All other local league rules shall apply and protests shall be handled according to Dixie Softball Rules.

6. In exhibition games a pitcher shall be allowed to pitch three (3) additional innings, or a total of ten (10) innings for the week at one time during the season.
  
7. The responsibility for the above rules shall be with the managers of the competing teams but the official scorekeeper is directed to notify the manger, whenever possible, to prevent a violation and protested game.



## **PONYTAILS 11-12** **Specific Playing Rules**

### **THE PLAYING FIELD**

1. Baselines shall be sixty feet (60') in length.
2. The distance from the front side of the pitcher's plate to the point of home plate shall be thirty-five feet (35').
3. The distance from the point of home plate to the center of second base and from first base to third base shall be eighty-four feet and ten inches (84' 10").

### **IT SHALL BE A REGULATION GAME WHEN:**

1. Both teams have completed six (6) innings, and the visiting team has scored more runs than the home team.
2. The home team has scored more runs after five (5) innings than the visiting team has scored in six (6) innings.
3. The home team scores the winning run in the last half of the sixth (6<sup>th</sup>) inning before the third (3<sup>rd</sup>) out. If a batter in the last half of the final inning of a game hits a home run and the ball goes out of play, all runners on base and the batter shall be entitled to score, but all bases shall be touched in order.
4. After the end of six (6) innings with the score tied, play is continued until one team has scored more runs than the other in an equal number of innings. If the home team scores the winning run before the third (3<sup>rd</sup>) out in any extra inning, the game shall be ended.

EXCEPTION: When a team is ten (10) runs ahead after three (3) complete innings of play and the game is called because of darkness, rain or any other cause, it shall be a legal game and the team ahead shall be the winner.

NOTE: Games called because of rain, darkness or other reasons before they become regulation games shall be resumed from the point of termination.

NOTE: Games called because of rain, darkness or other reasons other than a time limit after they have become regulation games shall revert to the score of the last completed inning.



NOTE: This rule will also apply to league championship games.

5. Games shortened by reason of curfew, rain or other acts of God shall be regulation games provided both teams have played four (4) or more complete innings of play, or in the case of the home team, anytime it is ahead after three and one-half (3 ½) innings of play. Pitchers shall only be charged for innings actually pitched.
6. (Local League Option – Dixie Ponytails Only) A game shall be considered a regulation game when a team is ahead by ten (10) runs after both teams have played four (4) innings, or in the case of the home team, anytime it is ahead after three and one-half (3 1/2 ) innings of play.

NOTE: Both teams must have an equal opportunity with the same number of innings at bat. Runs scored by the visiting team in the top half of an inning do not count until the home team has had its opportunity to bat in the bottom half of that inning unless the home team manager wishes to concede.

**IT IS A REGULATION TIE GAME WHEN:**

1. The score is even after four (4) or more complete innings.
2. After three and one-half (3 ½) or more innings, the home team is at bat and has scored enough runs to make the score even and the game is called.
3. Tie games shall be replayed from the beginning or from the exact point of termination at the discretion of the local league. Pitchers shall be subject to regular eligibility rules, and under no condition shall they pitch in more innings than allowed by the “Pitching Rules” of Dixie Ponytails Specific Playing Rules.

NOTE: This rule does not give a pitcher extra eligibility of innings because she did not possibly use up her eligible innings in the week in which the original tie game was stopped.

4. Any game which does not meet any of the conditions noted above shall be declared “no contest” and shall be replayed from the beginning.

EXCEPTION: League championships decided by one (1) game shall be played to a conclusion, regardless of the score or inning, unless the team behind wishes to concede. The game, if suspended, shall be completed at the earliest possible date and shall be played from the point of termination.



## **THE GAME, OFFENSE**

1. The catcher shall NOT be required to catch the third (3<sup>rd</sup>) strike, except for a foul tip. (Dixie Ponytails) The batter shall be out and all baserunners advance at their own risk.
2. The offensive team will be made of the entire team roster.

NOTE: If a team has fifteen (15) players registered on its team roster, and all fifteen (15) players show up for a game, then all fifteen (15) players shall be listed on the batting order, and all will bat their turn whether they are playing defense or not.

EXCEPTION: In the case of injury or illness, the injured or ill player shall miss her turn at bat with no penalty. The injured or ill player shall not be allowed to re-enter the game in which she became injured or ill.

**REMEMBER: ALL PLAYERS MUST PLAY AT LEAST TWO (2) COMPLETE CONSECUTIVE INNINGS (SIX [6] OUTS) ON DEFENSE.**

3. (LOCAL LEAGUE OPTION) A team completes its offensive half of an inning when all members of the team have batted. If one (1) team has more players than the other, the extra players are permitted to bat although any runs scored as a result of the extra players batting shall NOT count in the score of the game. The number of players counting for score is the minimum number of players present or ten (10), whichever is more at game time. All rules applying to the tenth (10<sup>th</sup>) batter shall apply to the tenth (10<sup>th</sup>) batter or to the minimum number of batters. Each team shall be required to play ten (10) players or the minimum number, whichever is greater, two (2) complete consecutive innings (six [6] outs on defense).

## **BASERUNNING**

1. If a baserunner leaves her base before the pitch reaches the batter, the base umpire shall signal “delayed dead ball” to indicate the violation at the time it occurs. The defensive team shall have the privilege of having nullified any portion of the play that occurred on the violation.

**EACH BASERUNNER, INCLUDING THE BATTER/BASERUNNER, SHALL WITHOUT DANGER OF BEING PUT OUT, ADVANCE:**

1. To home plate, if the batter hits a fair fly ball over the fence or into the bleachers one hundred and sixty feet (160’) and or more from home plate, provided all baserunners touch all bases legally. (Application of this rule is subject to “Baserunning” of Dixie Ponytails Specific Playing Rules). The





batter hitting the home run shall be required to run the bases and she shall be required to touch all bases.

NOTE: Dixie Softball recommends that the home run fence be placed at a distance of one hundred and eighty feet (180') from home plate.

2. Two (2) bases if the batter hits a fair fly ball that passes over a fence less than (Dixie Angels) one hundred forty feet (140') and (Dixie Ponytails) one hundred and sixty feet (160') from home plate. The ball is dead.
3. Two (2) bases if a fair ball touches a spectator or if it bounces into a stand outside the first or third base foul lines or if it goes through or under a fence, scoreboard, etc., or bounces over a fence.
4. The infield fly rule applies.

### **PITCHING RULES**

1. A pitcher shall not pitch more than eight (8) innings between Monday through the following Sunday night except that in a tie game at the end of six (6) innings the starting pitcher may pitch the seventh (7<sup>th</sup>) inning and except as described in Rule 5 in "Pitching Rules" of Dixie Ponytails Specific Playing Rules. Under no condition shall a pitcher pitch in more than six (6) innings in one (1) game except as noted above.

NOTE: The extra inning rule does not apply to a starting pitcher who was removed from and returned to the mound in the same game, regardless of which inning she returned. Once a starting pitcher is removed from the mound in a game she will be allowed only six (6) innings in which to pitch in that game.

NOTE: The pitcher shall be charged only for the innings pitched. If a pitcher does not have to pitch the bottom half of an inning she is NOT charged for that inning.

2. A pitcher removed from the mound shall be allowed to return to the mound one (1) time in the same game. NOTE: To satisfy this rule it will be ruled that if a pitcher returns to the mound in the same inning of a game in which she was removed she shall be credited with pitching in ONLY one (1) inning for the inning in which she was removed.
3. Innings pitched in games declared "no contest" shall count.



4. In a series or single game played in a local league or between two (2) teams in a regional play-off that is decided by a best of three (3) series, or played under the double elimination tournament bracket or by a single game play-off, a pitcher shall pitch in only six (6) or seven (7) innings in the case she is the starting pitcher. This may be a series to determine a first or second half winner in the event two (2) or more teams are tied at the end of either half, or in a series between first and second half winners to determine league champion. All such games shall be played to a conclusion unless the team behind wishes to concede. All pitchers shall be eligible to pitch in such a series or playoff.

NOTE: This rule allows a pitcher to pitch in only six (6) innings of a regular season game(s) and six (6) innings of a league championship game(s) during a week with the exception of "Pitching Rules" Rule 1 which allows a starting pitcher an extra inning in case of tie games.

EXAMPLE A: A pitcher pitches six (6) innings of a regular season game on Monday. She then pitches six (6) innings in a league championship game on Thursday of the same week. This is legal.

EXAMPLE B: A pitcher pitches six (6) innings in a regular season game on Monday. She then pitches six (6) innings in a league championship game on Thursday and she then pitches six (6) innings in a regular season game on Friday of the same week. This is illegal.

All other local league rules shall apply and protests shall be handled according to Dixie Softball Rules.

5. In exhibition games a pitcher shall be allowed to pitch three (3) additional innings, or a total of eleven (11) innings for the week at one time during the season.
6. The responsibility for the above rules shall be with the managers of the competing teams but the official scorekeeper is directed to notify the manger, whenever possible, to prevent a violation and protested game.



## **BELLS/DEBS 13-18** **Specific Playing Rules**

### **THE PLAYING FIELD**

1. Baselines shall be sixty feet (60') in length.
2. The distance from the front side of the pitcher's plate to the point of home plate shall be forty feet (40').
3. The distance from the point of home plate to the center of second base and from first base to third base shall be eighty-four feet and ten inches (84' 10").

### **IT SHALL BE A REGULATION GAME WHEN:**

1. Both teams have completed seven (7) innings, and the visiting team has scored more runs than the home team.
2. The home team has scored more runs after six (6) innings than the visiting team has scored in seven (7) innings.
3. The home team scores the winning run in the last half of the seventh (7<sup>th</sup>) inning before the third (3<sup>rd</sup>) out. If a batter in the last half of the final inning of a game hits a home run and the ball goes out of play, all runners on base and the batter shall be entitled to score, but all bases shall be touched in order.
4. After the end of seven (7) innings with the score tied, play is continued until one team has scored more runs than the other in an equal number of innings. If the home team scores the winning run before the third (3<sup>rd</sup>) out in any extra inning, the game shall be ended.

EXCEPTION: When a team is ten (10) runs ahead after four (4) complete innings of play and the game is called because of darkness, rain or any other cause, it shall be a legal game and the team ahead shall be the winner.

NOTE: Games called because of rain, darkness or other reasons before they become regulation games shall be resumed from the point of termination.

NOTE: Games called because of rain, darkness or other reasons other than a time limit after they have become regulation games shall revert to the score of the last completed inning.



NOTE: This rule will also apply to league championship games.

5. Games shortened by reason of curfew, rain or other acts of God shall be regulation games provided both teams have played five (5) or more complete innings of play, or in the case of the home team, anytime it is ahead after four and one-half (4 ½) innings of play. Pitchers shall only be charged for innings actually pitched.
6. (Local League Option) A game shall be considered a regulation game when a team is ahead by fifteen (15) runs after both teams have played five (5) innings, or in the case of the home team, anytime it is ahead after four and one-half (4 1/2 ) innings of play.

NOTE: Both teams must have an equal opportunity with the same number of innings at bat. Runs scored by the visiting team in the top half of an inning do not count until the home team has had its opportunity to bat in the bottom half of that inning unless the home team manager wishes to concede.

#### **IT IS A REGULATION TIE GAME WHEN:**

1. The score is even after five (5) or more complete innings.
2. After four and one-half (4 ½) or more innings, the home team is at bat and has scored enough runs to make the score even and the game is called.
3. Tie games shall be replayed from the beginning or from the exact point of termination at the discretion of the local league. Pitchers shall be subject to regular eligibility rules, and under no condition shall they pitch in more innings than allowed by the “Pitching Rules” of Dixie Belles and Dixie Debs Specific Playing Rules.

NOTE: This rule does not give a pitcher extra eligibility of innings because she did not possibly use up her eligible innings in the week in which the original tie game was stopped.

EXCEPTION: League championships decided by one (1) game shall be played to a conclusion, regardless of the score or inning, unless the team behind wishes to concede. The game, if suspended, shall be completed at the earliest possible date and shall be played from the point of termination.

#### **THE GAME, OFFENSE**

1. The catcher shall NOT be required to catch the third (3<sup>rd</sup>) strike, except for a foul tip, if first (1<sup>st</sup>) base is occupied with less than two (2) outs. The batter is out and all baserunners advance at their own risk.



2. The catcher shall be required to catch the third (3<sup>rd</sup>) strike when there are two (2) outs or when first base is unoccupied. The batter may advance to first base with liability to being put out, either by the catcher touching the batter with the ball or throwing the ball to first base for the put out, if the catcher misses the third (3<sup>rd</sup>) strike. All other baserunners advance at their own risk with liability to being put out.

EXAMPLE A: The third (3<sup>rd</sup>) strike is not caught by the catcher with two (2) outs in the inning and a runner on third base. The catcher does not throw the ball to first base nor touches the batter with the ball, the runner at third stays at third and does not try to advance. Ruling: The batter is safe at first and the count remains at two (2) outs.

EXAMPLE B: The catcher does not catch the third (3<sup>rd</sup>) strike with two (2) outs and the bases loaded. She does not throw the ball to any base but touches home plate with the ball in her possession. Ruling: The baserunner at third is out because it became a force play.

NOTE: To make this rule applicable a missed third (3<sup>rd</sup>) strike shall be judged as a ball that either, passed by the catcher, was dropped by the catcher or hit the ground before reaching the catcher.

3. The offensive team will be made of the entire team roster.

**REMEMBER: ALL PLAYERS MUST PLAY AT LEAST TWO (2) COMPLETE CONSECUTIVE INNINGS (SIX [6] OUTS) ON DEFENSE.**

### **BASERUNNING**

1. If a baserunner leaves her base before the ball leaves the pitcher's hand on the delivery to the batter, the baserunner shall be called OUT. The pitch shall be declared a "no pitch." The ball is dead and no baserunners shall advance.

### **EACH BASERUNNER, INCLUDING THE BATTER/BASERUNNER, SHALL WITHOUT DANGER OF BEING PUT OUT, ADVANCE:**

1. To home plate, if the batter hits a fair fly ball over the fence or into the bleachers one hundred and eighty feet (180') or more from home plate, provided all baserunners touch all bases legally. (Application of this rule is subject to "Baserunning" of Dixie Belles and Dixie Debs Specific Playing Rules). The batter hitting the home run shall be required to run the bases and she shall be required to touch all bases.



NOTE: Dixie Softball recommends that the home run fence be placed at a distance of two hundred feet (200') from home plate.

2. Two (2) bases if the batter hits a fair fly ball that passes over a fence less than one hundred and eighty feet (180') from home plate. The ball is dead.
3. Two (2) bases if a fair ball touches a spectator or if it bounces into a stand outside the first or third base foul lines or if it goes through or under a fence, scoreboard, etc., or bounces over a fence.

### **PITCHING RULES**

1. A pitcher shall not pitch more than ten (10) innings between Monday through the following Sunday night except that in a tie game at the end of seven (7) innings the starting pitcher may pitch the eighth (8<sup>th</sup>) inning and except as described in Rule 5 of "Pitching Rules" of Dixie Belles and Dixie Debs Specific Playing Rules. Under no condition shall a pitcher pitch in more than seven (7) innings in one (1) game except as noted above.

NOTE: The extra inning rule does not apply to a starting pitcher who was removed from and returned to the mound in the same game, regardless of which inning she returned. Once a starting pitcher is removed from the mound in a game she will be allowed only seven (7) innings in which to pitch in that game.

NOTE: The pitcher shall be charged only for the innings pitched. If a pitcher does not have to pitch the bottom half of an inning she is NOT charged for that inning.

2. A pitcher of record removed from the mound shall be allowed to return to the mound one (1) time in the same game. To satisfy this rule it will be ruled that if a pitcher returns to the mound in the same inning of a game in which she was removed she shall be credited with pitching in ONLY one (1) inning for the inning in which she was removed.
3. Innings pitched in games declared "no contest" shall count.
4. In a series or single game played in a local league or between two (2) teams in a regional play-off that is decided by a best of three (3) series, or played under the double elimination tournament bracket or by a single game play-off, a pitcher shall pitch in only seven (7) or eight (8) innings in the case she is the starting pitcher. This may be a series to determine a first or second half winner in the event two (2) or more teams are tied at the end of either half, or in a series between first and second half winners to determine league champion. All such games shall be played to a conclusion unless the team behind wishes to concede. All pitchers shall be eligible to pitch in such a series or playoff.



NOTE: This rule allows a pitcher to pitch in only seven (7) innings of a regular season game(s) and seven (7) innings of a league championship game(s) during a week with the exception of “Pitching Rules” Rule 1 which allows a starting pitcher an extra inning in case of tie games.

EXAMPLE A: A pitcher pitches seven (7) innings of a regular season game on Monday. She then pitches seven (7) innings in a league championship game on Thursday of the same week. This is legal.

EXAMPLE B: A pitcher pitches seven (7) innings in a regular season game on Monday. She then pitches seven (7) innings in a league championship game on Thursday and she then pitches seven (7) innings in a regular season game on Friday of the same week. This is illegal.

All other local league rules shall apply and protests shall be handled according to Dixie Softball Rules.

5. In exhibition games a pitcher shall be allowed to pitch three (3) additional innings, or a total of thirteen (13) innings for the week at one time during the season.
6. The responsibility for the above rules shall be with the managers of the competing teams but the official scorekeeper is directed to notify the manger, whenever possible, to prevent a violation and protested game.