

2023 DODGE COUNTY GIRLS SOFTBALL GENERAL OVERVIEW/RULES:

Goals

- To provide an opportunity for local girls to have fun playing with their friends while learning softball fundamentals that prepare them to continue playing in high school.
- To build cross over between communities to bring forth varied opportunities for the girls.
- To keep travels short, overhead minimal, rules consistent & simple, and communication open.

General Rules - LEAGUE:

1. Please like and follow Dodge County Girls Softball on Facebook
2. Game scores will be uploaded to TeamSideliner via an email prompt
3. League standings are automatically updated. Errors need to be contested within 24 hours and revisions agreed upon by opposing teams.
4. The league will not supply any trophies.

General Rules - FIELD:

1. The home team will supply 2 Dudley, "Fast Pitch Softballs at appropriate sizes/game:
 - a. 3rd/4th: 11" , .44 core
 - b. 5th/6th AND 7th/8th/9th: 12" , .47 core
2. The home team will provide 2 umpires/game, will keep the official scorebook for the game and will report the score of the game within 24 hours.
3. The umpire will decide when a game shall be suspended or discontinued due to bad weather. In no case will a game continue if lightning has been spotted.
4. The home team is responsible for having the playing field in good condition, bases and pitcher's rubber must be staked down.
5. Visiting team gets the field from 5:45 - 6:00.
6. Games start promptly at 6:00pm. Unless agreed upon prior, teams 15 min late shall forfeit the game

General Rules - COACH:

1. The home team coach will determine when conditions prevent the playing of a game and shall contact the visiting team's coach not less than one hour before game time. Rain dates must be rescheduled by the season's end or said game will be given a forfeit.
2. Coaches are responsible for the conduct of their team, umpires and fans. Arguing umpire calls will be considered unsportsmanlike conduct and after a warning offenders will be ejected.
3. Players can be called out or ejected for throwing equipment. *Warning given first.*
4. The home team's coach will report the score within 24 hours.

Uniform/Equipment:

1. Batters/Runners must wear a helmet at ALL times. Infield face masks recommended, but optional by each team's preference.
2. Metal spikes are NOT allowed except at 7/8/9 level. Numbers need be visible on uniforms.
3. Catchers must wear protective helmet, face mask, shin guards & chest protectors.
4. No jewelry or metal hair clips

General Rules - PLAY:

1. If 2 outs, please supply a courtesy runner (player who made last out) for the catcher and/or pitcher.
2. Only **3 practice pitches** allowed between innings, to help speed up the game.
3. Fielder, if fielding the ball, has priority. If a runner interferes with fielding, runner is out. Fielder can NOT be in the baseline without fielding a hit ball, or runner is awarded the next base.
4. A batter reaching 1st base safely and overrunning the base may turn right or toward the dugout to return safely to the base. If an attempt has been made toward 2nd base, turning left, she may be tagged out.
5. Only the pitcher may call time if in possession of the ball. Otherwise play is live unless called by an umpire.
6. When time is called, if the runner is halfway to the next base, she advances to that base.
7. *If a play is made on the runner by throwing the ball, the runner may advance to the next base, including home plate, or return to the original base.
8. If the ball is out of play, the runners shall be awarded the base to which they were headed plus one. If an overthrow in the field, live ball until play finishes.
 - a. Ex #1 - An overthrow while a runner is going from 1st to 2nd base - the runner is awarded 3rd base.
 - b. Ex #2 - An overthrow while a runner is heading back to 1st base after going part way to 2nd - the runner is awarded 2nd base.
9. **If a play is being made at home**, runners must slide at home to avoid a collision otherwise the umpire will call the runner out. The catcher can NOT block home plate or make a play for the runner if she does not have the ball. Younger 3 levels, a warning will be given to the catcher and explanation to the coach the first time, after that the catcher can be ejected from the game. Oldest level, umpire can call out to either without warning.
10. Dropped Third Strike Rule - In EFFECT at all levels (younger with specified modifications):
 - a. If the catcher drops the 3rd strike WHEN first base is UNOCCUPIED or there are 2 outs, the batter may attempt to reach 1st base safely. The batter can begin this running (after first forgetting) anytime before she reaches the dugout or fence line. ONCE the batter has reached the dugout or fence line, or has been touched by a coach, the batter is OUT.

General Rules - TEAM:

1. Players will have just completed the grade specified to play. Exceptions can be made by mutual consent of the league directors.
2. Each team will have 8 rostered players in the game at all times. At 3rd/4th level, coaches can mutually agree on 3 or 4 outfielders. .
3. A team will bat all players present with batting order staying the same. If a batter bats out of order and is found out in the current inning, she is out.
4. All players present at the game must play at least 2 innings in the field with the following exceptions that will be provided to coaches & umpires: disciplinary action or ejection.
5. No new inning may start after 7:45 from first pitch or 1hr 45 min from start time. Game timers highly suggested. The umpires will verbally alert both teams when it is the last inning. If a tie, the umpire will determine if the game can be safely completed.
6. Games shall consist of 7 innings. 4 ½ innings is considered a full game if the home team is ahead, five (5) if the visiting team is ahead. If game has not reached 4 ½ or 5 inning mark, then game needs to be made up with where the game was left (ie, who bats next, how many outs, etc.)
*****Score reverts back to the last completed inning for the game called in the middle of an inning.
7. Run Rules to end the game: 15 run lead/ 5 innings, 12 run lead/ 4 innings . * NOTE Sportsmanlike behavior would indicate that you don't want to get to this point. Stop stealing or make position substitutions to make it a fair competition. No one gains anything from a blow out game.

OVERALL GIRLS RULE CLARIFICATIONS

- Coaches are responsible for the conduct of their team, umpires and fans. Arguing umpire calls will be considered unsportsmanlike conduct and after a warning offenders will be ejected.
- Players can be called out or ejected for throwing equipment. *Warning given first.*
- A half inning consists of 3 outs or 5 runs scored. The 5/7 run rule is NOT in effect in the last inning
- Only **3 practice pitches** allowed between innings, to help speed up the game.
- **Maximum of four innings/pitcher/game. Innings can be split. 7-9 grade no restrictions**
- Fielder, if fielding the ball, has priority. If a runner interferes with fielding, runner is out. Fielder can NOT be in the baseline without fielding a hit ball, or runner is awarded the next base.
- A batter reaching 1st base safely and overrunning the base may turn right or toward the dugout to return safely to the base. If an attempt has been made toward 2nd base, turning left, she may be tagged out.
- Only the pitcher may call time if in possession of the ball. Otherwise play is live unless called by an umpire.
- When time is called, if the runner is halfway to the next base, she advances to that base.
- If a play is made on the runner by throwing the ball, the runner may advance to the next base, including home plate, or return to the original base.
- If the ball is out of play, the runners shall be awarded the base to which they were headed plus one. If an overthrow in the field, live ball until play finishes.
 - Ex #1 - An overthrow while a runner is going from 1st to 2nd base - the runner is awarded 3rd base.
 - Ex #2 - An overthrow while a runner is heading back to 1st base after going part way to 2nd - the runner is awarded 2nd base.
- Dropped Third Strike Rule - In EFFECT at all levels (younger with specified modifications):
 - If the catcher drops the 3rd strike WHEN first base is UNOCCUPIED or there are 2 outs, the batter may attempt to reach 1st base safely. The batter can begin this running (after first forgetting) anytime before she reaches the dugout or fenceline. ONCE the batter has reached the dugout or fence line, or has been touched by a coach, the batter is OUT.

- ***If a play is being made at home,***
 - runners must slide at home to avoid a collision otherwise the umpire will call the runner out.
 - The catcher can NOT block home plate or make a play for the runner if she does not have the ball. Younger 3 levels, a warning will be given to the catcher and explanation to the coach the first time, after that the catcher can be ejected from the game. Oldest level, umpire can call out to either without warning.
 - The batter MUST NOT INTERFERE with a play being attempted at home.
 - If under two outs, the runner will be called out.
 - If two outs, the batter will be called out.

- Batters/Runners must wear a helmet at ALL times. Infield face masks recommended, but optional by each team's preference.

- Metal spikes are NOT allowed except at 7/8/9 level. Numbers need be visible on uniforms.

- Catchers must wear protective helmet, face mask, shin guards & chest protectors.

- No jewelry or metal hair clips

- A team will bat all players present with batting order staying the same. If a batter bats out of order and is found out in the current inning, she is out.

- All players present at the game must play at least 2 innings in the field with the following exceptions that will be provided to coaches & umpires: disciplinary action or ejection.

- No new inning may start after 7:45 from first pitch or 1hr 45 min from start time. Game timers highly suggested. The umpires will verbally alert both teams when it is the last inning. If a tie, the umpire will determine if the game can be safely completed.

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