

# Delaware County Girls Softball County Rules

## RULES FOR DIV. C 10u LEAGUE

**2023 As approved 2/24/2023**

1. The age limit shall be 10 years old and younger, but not 11 before January 1.
2. All head coaches are **REQUIRED** to complete and pass a certified concussion training course.
  - A. Coaches must keep a copy of their concussion certificate on their person during all practices and games.
3. Pitching distance shall be 35' from the front of the pitching rubber to the back point of home plate. An 8' radius shall circle around the mound.
4. Base distance shall be 60' between bases.
5. Game balls shall be provided by the home team. Must use 11" optic yellow softballs with raised seams. No synthetic covers.
6. The home team shall furnish the home plate umpire. The home plate umpire **RECOMMENDED** be an OHSAA certified umpire. If an OHSAA certified umpire cannot be scheduled, then the home plate umpire shall be at least 18 years of age. The visiting team may provide a field umpire if the home team has not already provided one. Managers and/or coaches may not umpire a game in which their team is participating. Parents of players participating may not umpire behind the plate unless agreed upon by mutual consent of both team managers.
7. All umpires are **REQUIRED** to complete and pass a certified concussion training course.
  - A. Umpires must keep a copy of their concussion certificate on their person during all games.
8. The HOME scorebook is the official scorebook.
9. The UMPIRE will be the official timekeeper.
10. A regulation game shall consist of 6 complete innings, except in the case of a called game where 3 complete innings shall constitute a complete game.
  - A. P.O.I. ~ Tournament play: 3 complete innings constitute a complete game if game ends early due to weather and/or any unforeseen circumstance.
11. Tied games shall be settled by playing extra inning or innings.
  - A. P.O.I. ~ The International Tie Breaker will be used for all extra-inning games. The last batter from the previous inning will start on 2<sup>nd</sup> base. This is not sudden death. Both team's bat.
  - B. P.O.I. ~ Provided time has not expired. If time has expired, then it's a tie.
12. All games shall start no later than 7:00 p.m. (No lights) and no later than 9:00 p.m. (With lights).

13. All games shall have a 1:30 finish the inning time limit. No new inning can start after 1:30 from the start of the game. The game "start time" shall begin at the time of the 1<sup>st</sup> warm up pitch by the home team pitcher. If the time limit is reached during an inning, then that inning shall be completed. If the home team is ahead when the time limit elapses, then the bottom half of the inning does not need to be completed or played at all. The "start time" of the new inning begins at the time of the last out of the previous inning.
- A. P.O.I. - Game is considered complete if time limit expires before 3 innings are completed.
  - B. P.O.I. ~ Tournament games will have a 1:30 finish the inning time limit throughout the tournament.
    - Exception ~ There will be NO time limit for the championship game. A full game will be played
  - C. P.O.I. ~ Tournament play will follow the same game time/score format as the regular season.
  - D. P.O.I. ~ Tournament games must have a winner. Tied games shall play extra inning(s) until a winner is determined.
14. The clock shall continue to run thru any play stoppages due to Thunder, Lightning, Injury, or any unforeseen circumstance.
- A. *P.O.I. ~ If it is expected to be a prolonged delay, and 3 or more innings have not been completed, it is recommended the game be suspended at the point of interruption and resumed at another point in time.*
  - B. *P.O.I. ~ If a game clock expires, no matter how many innings have been completed, the game will be considered complete. If the home team did not get an equal number of turns at bat, the score shall revert back to the last completed inning.*
15. Any game suspended due to Thunder, Lightning or other weather shall be resumed at the point of interruption at an agreed upon date and time by the coaches.
- A. P.O.I. ~ If 3 or more innings have been completed then the game shall be declared a complete game.
16. A lineup card containing the name of players and subs must be completed by each team and exchanged with the opposing coach prior to the start of the game.
17. Free substitution shall be observed on defensive positions. All team members present at the beginning of the game shall be in the batting order.
- A. No out will be taken in the spot of any player that was removed for whatever reason.
  - B. Any player removed from the game for any reason may re-enter the game at any time.
    - Player must re-enter into their original batting order position.
18. Subs must play 6 consecutive defensive outs.
19. A team may start the game with 9 players. However, if a team has only 8 players, the game may still be played. If the game starts with 8 players the coach has the following 2 options before starting the game: 1. Playing the entirety of the game with only 8 players and not receiving an out for the vacant batting position. OR 2. Taking an out for the missing batting position and then placing a late arriving player in that position once they arrive. This must be decided on before the game starts. The umpire and opposing coach must be notified of such.
- A. P.O.I. ~ Late arriving players may be added to the bottom of the lineup and subbed into the game.

- Exception ~ If the 8-player rule is being used then the player will have to sit out the game.

20. A team beginning a game with 9 or more players may end a game with 8 players.
  - A. No out will be taken in the vacant spot.
  - B. A team beginning with or being reduced to 7 players shall declare a forfeit.
21. Courtesy runner may be used for the Pitcher and/or Catcher at any time. Must use the last out in your lineup.
22. The batter's helmet with a face protector mask is required. Player base coaches must wear a batting helmet with a face protector mask. Adult base coaches do not have to wear a helmet. The souvenir type plastic helmet is prohibited for any use.
23. ***Bats shall be stamped with either the ASA 2000, ASA 2004, USA Softball Certified or USA Softball certification mark and not be on the ASA/USA non-approved list which can be found at [www.usasoftball.com](http://www.usasoftball.com).***
24. The penalties for using bats not approved will be as follows: 1<sup>st</sup> offense using an unapproved bat is the bat will be removed from the playing field but kept within umpire's view; the runners return to the previous base; the batter is out. 2<sup>nd</sup> offense will be the same as for 1<sup>st</sup> offense with the following addition: player using any illegal bat will be ejected from game. 3<sup>rd</sup> offense will be same as other 2 with the following addition: team using any illegal bat will forfeit the game.
25. All players must wear a uniform shirt. The remainder of the uniform shall consist of baseball pants or athletic shorts. Cleats or tennis shoes are acceptable footwear.
26. ***Jewelry is permitted unless deemed distracting and/or unsafe by the umpire.***
  - A. ***P.O.I. ~ No jewelry shall be worn on the pitching hand, wrist and/or arm.***
27. Metallic spikes on playing shoes are prohibited.
28. The catcher shall wear full catching gear consisting of a catcher's helmet with throat guard (hockey style masks with elongated throat protector frame are acceptable), chest protector and shin guards.
29. All players who warm up the pitcher at home plate must wear a catcher's helmet with throat guard (hockey style masks with elongated throat protector frame are acceptable).
30. ***When an overthrow occurs trying to force out the batter-runner at first base, even if the ball remains in play, ALL runners may advance 1 base only (at their own risk – advances are not automatic) regardless of if the errant throw is returned directly to the "player-pitcher" or if a play is made on an advancing runner at any base. The intent of this rule is to encourage defensive players to make the correct plays and not throw routinely fielded balls immediately to the pitching circle to stop play.***
31. Stealing and Leadoffs are legal. Runners may leave the base on the release of the ball from the pitcher's hand.

32. ***When any runner attempts to steal a base, ALL runners may advance 1 base only (at their own risk – advances are not automatic) regardless of which base the pickoff throw is attempted or if the pickoff throw is errant. The intent of this rule is to encourage the catcher to attempt to throw runners out and not throw the ball immediately back to the pitcher.***
- A. ***Example: Runners are on 1<sup>st</sup> and 2<sup>nd</sup>. Both runners attempt to steal. The catcher throws to 2<sup>nd</sup> but overthrows 2<sup>nd</sup> base. The runners have achieved their 1 base by advancing to 2<sup>nd</sup> and 3<sup>rd</sup>. They are not allowed to advance any further on the errant throw.***
  - B. ***P.O.I. ~ No player is permitted to steal while the coach is pitching. A batter hit while the coach is pitching will not be awarded first base nor will any runners on base advance a base. Players may lead off (on the release of the ball from the pitcher's hand) regardless of who is pitching, player or coach. Please note when they are leading off, they are subject to pickoff from the catcher at any time.***
33. Stealing home or any base on a throwback from the catcher to the pitcher is legal.
34. Stealing home on a passed ball is legal.
35. Sliding is allowed.
- A. Runners are never required to slide, but if a runner elects to slide, the slide must be legal. Runners cannot create malicious contact. If malicious contact is created, then runner shall be declared out.
36. A dropped ball on a 3<sup>rd</sup> strike is an automatic out.
37. The infield fly rule shall not apply.
38. Bunting is allowed.
- A. A fouled bunt attempt on the 3<sup>rd</sup> strike is an out.
39. Pitchers must start with their hands separated. Hands should then come together for at least 1 second before starting the pitching motion.
- A. P.O.I. ~ Coaches should discourage pitchers from crow hopping and becoming entirely airborne while pitching (toe drag).
41. Pitchers must wear a protective face mask when pitching.
42. ***A travel player registered C level or lower may pitch in DCGS League. A player registered in B or A Level team may NOT pitch for travel.***
43. ***A pitcher may pitch a maximum of 4 innings per game.***
- A. ***Any pitcher removed from the pitching position may return to the pitching position at any time during the game, even withing the same inning.***
    - ***Exception ~ A pitcher removed for hitting 3 batters in 1 inning is done for the entirety of that game.***
  - B. ***P.O.I ~ 1 pitch constitutes 1 inning.***
  - C. ***P.O.I. ~ If a pitcher returns to pitch within the same inning, that pitcher has still only pitched 1 inning.***

43. **A maximum of 3 walks per inning will be allowed by the player-pitcher. Beginning with the 4th cumulative walk of an inning, and all subsequent walks that inning, by any player-pitcher, a coach will come in to pitch to any batter who reach 4 balls in their at-bat. The coach-pitcher will pitch to that batter only. The player-pitcher will return to pitch once the at-bat is finished. Should any other subsequent batter(s) reach a count with 4 balls, a coach-pitcher will return each time to finish that at-bat. The coach-pitcher is allowed a maximum of 3 pitches, TO FINISH THE STRIKE COUNT on the batter. Failure to hit a fair ball within those 3 pitches, a third strike is thrown or swung and missed at by player will all constitute a strikeout against the batter.**
- A. **P.O.I. ~ If batter fouls off the 3rd pitch, the at-bat may continue until batter either hits a fair ball, swings and misses or does not swing at subsequent pitch. In short: the at-bat continues if the batter continues to foul off last pitch.**
  - B. **P.O.I. ~ The coach-pitcher must attempt to throw a flat pitch from the pitching rubber that is consistent in speed with the pitches thrown by the players in the league.**
  - C. **P.O.I. ~ When the coach-pitcher is pitching, the player-pitcher must begin the pitch within the pitching circle and in line, to either the left or right, of the pitching rubber. If the coach-pitcher is hit by, or inadvertently catches a batted ball, that ball will be called a foul ball.**
  - D. **P.O.I. ~ No player is permitted to advance a base(s) while the coach-pitcher is pitching except via a batted ball. No advances via stealing, passed balls, wild pitches, etc. A batter hit while the coach-pitcher is pitching will not be awarded first base nor will any runners on base advance a base. Players may lead off (on the release of the ball from the pitcher's hand) regardless of who is pitching, player or coach. Please note when they are leading off, they are subject to pickoff from the catcher at any time.**
  - E. **P.O.I. ~ The per inning walk count does not start over should a new player-pitcher enter the game.**
  - F. **P.O.I. ~ Hits by pitch batsman do not count as walks.**
  - G. **P.O.I. ~ Ball 4 on any walk is a live ball, including the 4<sup>th</sup> cumulative (and all subsequent walks) by a player-pitcher. All runners can advance on a passed ball.**
44. A pitcher shall be removed from the mound if she hits 3 batters in 1 inning.
- A. P.O.I. ~ Even if 3 innings were not pitched.
45. A base on balls is NOT a dead ball. The **batter-runner** may advance beyond 1<sup>st</sup> base at their own risk.
46. **Intentional Walk: Tell the home plate umpire and batter shall be placed on 1<sup>st</sup> base.**
- A. **A request for an intentional walk may be made prior to, or during an at-bat (regardless of count), by the defensive coach, pitcher, or catcher.**
47. A maximum of **5** runs may be scored during any half inning of a game. The offensive team's turn at bat is concluded after 3 putouts or after **5** runs have scored, whichever occurs first. **On the final inning of play regardless of if time has expired the run limit will be open. The timekeeper will let the umpire know when there are 10 minutes or less on the play clock at the top of a new inning. The umpire will and notify coaches if that will be the last inning.**
- POI:** If umpire has indicated it to be the final inning and 6 outs are recorded in that inning with 5 minutes or more left on the clock a new inning would be played. If 6 outs are recorded with less than 5 minutes left, the game will be considered final.
48. **The defensive team shall consist of a pitcher, catcher, 4 infielders and 3 outfielders. Outfielders must be a minimum of 20' behind the bases.**
- A. **P.QI. ~ A team may elect to play a 4th outfielder. However, this is not a rover position. All 4 must play the same depth**
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49. The "Look Back" Rule will be in effect

A. Once the pitcher has control of the ball in the circle all runners must immediately return to the previous base or attempt to advance to the next base with the liability to be put out or called out at the discretion of the umpire. Once a runner stops at a base for any reason, she will be declared out if she leaves the base.

51. Players and /or spectators are prohibited from standing within a 10-foot area extending behind the backstop. People in that area must be seated. Coaches and umpires need to enforce rule.
52. Coaches may NOT borrow players laterally from another Div. C League team. Coaches may borrow from a Div. D League team from within their own organization in an emergency. All the original roster players must be used before emergency players are used. The opposing coach must be notified of the situation before the game starts.
53. During DCGS tournament play coaches may borrow players from a Div. D League team from within their own organization in an emergency provided that team does not already have a game scheduled that day. Players must play for the team they are rostered on if a tournament game is scheduled and played. Players may NOT be borrowed laterally from another Div. C League team.
54. Team rosters complete with birth dates must be submitted to the Delaware County Softball League President a minimum of 14 days before the first game of the season.
55. Additions to rosters for new move-in residents may be made any time up to and including May 31 of the current season. Any additions MUST be approved by Delaware County Girls Softball.
56. ***Any team using an ineligible player shall forfeit all wins acquired while that player was on the team roster and/or used in a game. If age is questioned, satisfactory proof shall be furnished.***
57. Any person demonstrating unsportsmanlike conduct ~ such as throwing a bat or any equipment in anger, using abusive or profane language, or making unnecessary violent contact ~ shall be immediately ejected from the game and the confines of the ballpark.
58. ***Any player ejected from a game will be suspended for the remainder of the game.***  
***A. Repeat offenders will be dealt with on an individual basis.***
59. ***Any coach ejected from a game will be suspended for the remainder of the game.***  
***A. Repeat offenders will be dealt with on an individual basis.***
60. Smoking is not permitted on the playing field or in dugouts.
61. Designated coaches in dugout area will consist of 2 base coaches, 1 dugout coach and 1 scorekeeper.
62. Speed Up Rules: To speed up play, all teams will abide by the following:  
A. Defense: Coach-Pitchers will be permitted to throw 5 warm-up pitches in the 1<sup>st</sup> inning they pitch and only 3 warm-up pitches in subsequent innings.

B. Defense: There will be NO infield/outfield balls after the 1<sup>st</sup> inning.

56. If a regularly scheduled game cannot be played due to special circumstances (i.e., School and/or 4-H camps and activities) and the opposing team has been contacted at least 2 weeks prior to game. **In Canceled game situations, both coaches should make the best effort to get game rescheduled.**
57. **For a team to be eligible to play in the DCGS year end tournament, teams must record at least 8 games played**
58. **DCGS tournament at the end of the year will be a BLIND DRAW double elimination tournament. All regular season games are played for experience and sportsmanship of all girls. The Blind draw tournament allows us to play all teams and have the best two still face off in the end**
- i. P.O.I. While coaches are encouraged to play competitively during the regular season, it is important to develop all players as you may not know who is available for the year end tournament
59. **Home team in winners' bracket and in first round of last chance bracket will be determined by a coin flip. Once the bracket has begun on the last chance side, the team that remained in the winning bracket longer will have the choice of home or away. All games where teams are equally seated by advancement will be determined by a coin flip.**
60. Once the tournament draw is complete; all teams will be expected to compete at their scheduled time. If a team cannot play for any reason, then it will be considered a forfeit. If both teams cannot play, then both will forfeit
61. There shall be NO protests during regular season games.
62. Roster protests are permitted at any game but must be addressed before the game starts.
63. Any other protest allowed during the DVCS. Tournament only. Coach shall inform the umpire of intent to protest. Game and game clock shall stop immediately. The DCGS Tournament Director (or assigned representative) shall be summoned to hear protest. A \$50.00 protest fee shall be paid in cash before protest can be heard. Fee is refundable if protest is ruled in plaintiff's favor. Game and game clock shall resume as soon as the protest is concluded.
64. **The host tournament site, in conjunction with the DCGS President, reserves the right to alter the tournament format due to weather and/or any unforeseeable circumstance.**
65. **Rules not covered herein shall be referred to the Ohio High School Athletic Association rule book.**

**NOTES:**

1. P.O.I. means Point of Interest.
2. Anything in **Red** is new for 2022.