

DYBSA GENERAL SOFTBALL RULES FOR ALL HOUSE LEAGUES

1. All coaches, managers, fans and players will adhere to the DYBSA Code of Conduct.
2. All batters in leagues above T-Ball (Pinto on up) must wear helmets with facemasks. For Mustang and Bronco, all players in the field shall wear a fielding mask.
3. The only jewelry permitted are small earrings akin to studs. No bracelets, rings, necklaces, or dangling earrings are to be worn. Ideally, players should not wear studs. If they do, they will do so at their own risk.
4. No texting or cell phones are permitted in the bench area for players. If phones need to be used, then they must be used away from the bench area.
5. The home team (the last or second listed team on the official DYBSA Scheduling site) shall be responsible for field set up and clean up.
6. Double 1st bases: There shall be two bases placed at 1st base wherever possible, one in fair territory and the second in foul territory. The fielder shall use the base in fair territory to make the put out. The runner shall use the base in foul territory, unless the runner is making the turn to second base and can do so in a safe manner to avoid collision with the defensive player at first base.
7. When, in the opinion of an umpire, all immediate play is completed, he or she will call "Time."
8. For Mustang and Bronco leagues, a runner may advance after a fair or foul fly is caught (with less than two outs) if the runner tags the base after the ball is first touched.
9. Any ASA approved form of underhand fast pitch shall be permitted, including slingshot and single-rotation windmill. The fast pitch pitcher must start her pitching delivery with her shoulders squared up to home plate, her hands separated with the ball in either the hand or the glove, her pivot foot on the pitching slab and her other foot either on or behind the slab. The pitcher is allowed just one step once she starts into her motion, and it must be towards home plate. The pivot foot must stay in contact with the slab until she releases the ball. The pitching motion must come from below the waist, in an underhanded style. No balks will be called.
 - a. Managers and coaches will be responsible for correcting their own pitcher's delivery and should not discuss any aspect of an opposing pitcher's approach or motion between batters only until the game is completed.
 - b. **Pitching Rules**
 - i. **Any** pitcher may pitch a maximum of two innings in one game in Mustang, and 3 innings (non-travel players) within Bronco. These innings do NOT have to be consecutive.
 - ii. One pitch thrown in an inning counts as an entire inning
10. The strike zone is that space over any part of home plate between the batter's armpits and the top of the batter's knees when the batter assumes a natural batting stance. Any pitch that fails to meet this rule is automatically a ball unless offered at by the batter. If an illegal pitch is hit into play the ball shall be declared live and in-play. One ball-width to the inside of home plate and one ball-width to the outside of home plate will be considered part of the strike zone, at the umpire's final discretion.
11. Any pitch at which the batter has not offered, and which strikes any part of home plate on its first impact, shall be declared a ball regardless of whether or not it has passed through the strike zone.
12. Bronco and Mustang travel pitchers may pitch in house league games at the combined discretion of the Directors of Softball and Directors of Travel Softball in consultation with the Commissioner of DYBSA. It is understood that travel or travel caliber pitchers will be permitted to pitch in House Games.
13. A confidential draft may be used for the formation of teams as directed by the Director(s) of Softball, who will set the rules. No more than two coaches may pair up to coach together before the draft unless agreed upon by the Director(s) and the League President.
14. Registration will close on the date published in the registration email and on the registration website. Anyone wanting to register after that date will be subject to a late fee and will be placed on a waiting list pending commissioner approval. If the registration is received after the league draft, the player will be placed on the team the commissioner and/or league president deem to be best for the league.

SPECIAL RULES FOR DYBSA PINTO SOFTBALL LEAGUE (1st - 2nd GRADE)

1. Games will last 4 innings but no inning will start after 70 minutes of play. Games will be called for darkness or if the weather turns inclement. Safety of players is paramount.
2. All players will play in the field and bat.
3. An 11" soft softball will be used.
4. Base paths are expected to be 55'. Rubber bases can be used, if available.
5. Defense: Seven infielders max, no catcher. There may be 2 players near the pitching mound. All other players will play outfield, behind the base path. Infielders will play behind the diagonal line between first and third base. Players rotate positions every inning. All players must play an equal number of innings in the infield and in the outfield per game, as described in the Fair Play Guidelines in the General DYBA Rules, Section 1.16.
6. No player will play outfield two consecutive innings. A player may only play first base or pitch once until all players have played either position, unless a player is deemed unsafe at that position due to inexperience. Coaches are encouraged to get all players at a safe level to play all positions quickly.
7. Defensive team may have 2 coaches positioned in the outfield.
8. Coaches will pitch to their own team. Coaches have an obligation to avoid contact with the batted ball or inhibiting the fielder. If contact is made, or the fielder is inhibited, the batter will be awarded first base and all other runners will be awarded next base.
9. A Batter will get up to seven "hittable" pitches to hit a fair ball. If this does not occur, the batter shall hit off a tee.
10. The Batting team will bat one time through the lineup, with a "home run hitter" for the last batter, who runs all bases. Coaches are encouraged to mix up line up positions within the season.
11. The "Infield Fly Rule" shall not apply.
12. Bunting is prohibited.
13. Leadoffs are prohibited.
14. If the ball is hit into the infield, the batter shall go no farther than 1st base and each other runner shall advance no farther than one base.
15. If the ball is hit into the outfield, all runners may continue to run until the ball has been thrown into the infield. The ball does not need to be in a defensive player's glove. All runners will stop at the base to which they were on their way once the ball reaches the infield.
16. NO SCORE WILL BE KEPT. ALL GAMES END IN A TIE.

SPECIAL RULES FOR DYBSA MUSTANG SOFTBALL LEAGUE (3rd, 4th, 5th GRADE)

1. An eleven (11) inch hard softball shall be used.
2. Standings shall be kept by the Mustang League President in consultation with the Co-Directors of Softball. The tournament shall be a seeded tournament.
3. The winning team is responsible for the entry of scores into the app/website for record keeping.
4. Games are six (6) innings or 1:45 long, whichever occurs first. No inning shall start after 1:45 hours from the first pitch. An inning ends and a new inning begins when the third out is made in the bottom of an inning. There is no discretion to end a game early or to not play extra innings where time is left unless there is a safety issue with light, field conditions, etc.
5. The fifteen (15) run slaughter rule will prevail after four (4) innings of play, or 3½ innings if the home team is ahead, or at any similar point in subsequent innings. Ten runs (10) after 5 innings, or 4½ innings if the home team is ahead.
6. The "Infield Fly Rule" shall not be in effect.
7. Bunting is prohibited.
8. A side will be out after three outs or after having scored five (5) runs in an inning.
 - a. For all regular season games, the maximum number of runs that can be scored by each team in an inning is five (5). If a hit results in scoring runs in excess of five (5) runs, the inning is still marked five (5).
 - b. For playoff games, the maximum number of runs that can be scored by each team in the playoffs is five (5) except the last inning.
 - c. If it is apparent that because of the approaching time limit (as set forth in Rule 4) or pending darkness that the last inning will be an inning other than the 6th inning, the last inning shall be determined by mutual agreement between the coaches and the umpire(s).
 - d. Once the decision has been made to declare the last inning, the decision may not be altered.
 - e. The Championship Game will be six (6) innings. The maximum number of runs that can be scored by each team in the Championship Game is five (5) except the last inning.
9. Coaches
 - a. A defensive coach (team pitching) should stand behind home plate to assist with missed balls by the catcher, whenever possible and safe. Other defensive coaches must stand along the fence line adjacent to the team's bench.
 - b. Coaches are not permitted in the outfield during the regular play.
10. Base Running
 - a. Base runners may leave their bases once the pitched ball crosses the plate.
 - b. Stealing is prohibited.
 - c. There is a wall at every base. No runner may advance on any over throws of any base.
 - i. If a ball is hit to the outfield, the runner may advance until the ball is in the glove of an infielder.
11. Defense
 - a. The defensive team may field as many as ten (10) players, including one (1) pitcher and catcher. There is no minimum number of players necessary for the defensive team.
 - b. The infield positions for the fair play rule shall be: P, C, 1B, 2B, SC, SS and 3B. There shall be no more than five (5) infielders at any time, not including the pitcher and catcher.
 - c. If a team chooses to play 4 outfielders (stationed on the grass), all 4 positions shall be considered an outfield position.
 - d. Infielders must play no closer than 8 feet from the baselines extended between 1st and 3rd bases until the ball is hit by the batter. This is to prevent players from getting too close to home plate. (Note this may be contrary to the practice of more advanced and travel players.)

- e. Outfielders must stand on the grass in their defensive position. They may only move to the infield to field a ball. They must throw the ball to a base to make a play. Outfielders may not run the ball to a base that is fielded. Outfielders may move forward to cover a base on a play, however.
- f. All players must play an equal number of innings in the infield and in the outfield per game, as described in the Fair Play Guidelines in the General DYBA Rules, Section 1.16.
 - i. No player shall play in the outfield for two innings, before every player has played the outfield for one inning.
 - ii. No player shall sit out two innings before every player has sat out one inning.
 - iii. No player shall sit out or play outfield in two subsequent innings.
 - iv. If there is an odd number of innings in a game, the requirement is for all players to play an equal number of innings in the infield and in the outfield per every two (2) games.

12. Pitching

- a. The umpire shall call balls and strikes to all batters. There are both called strikes and swinging strikes. After three (3) strikes, a batter shall be out. Players do not walk after four (4) balls
- b. All pitching during games will be player-pitch up to 4 balls. Coaches will relieve a player and pitch to their own players. **The coach-pitcher must start with one foot on the mound at the start of the pitching motion.** The umpire shall call strikes on pitches thrown by the coach-pitcher that are in the strike zone if the batter does not swing
- c. The player-pitcher shall stand adjacent to the area of the pitcher's circle where the rubber would be located if one is not present.
 - i. The player-pitcher may not creep forward toward the plate during the pitch.
 - ii. If the coach-pitcher comes in contact with a ball in play, or if, in the umpire's judgment, the coach-pitcher interferes with a player attempting to field the ball, the batter shall be declared out, the ball will be dead, and the runners will not advance.

13. Pitching Inning Limits and Hit Batters

- a. **Any** pitcher may pitch a maximum of two innings in one game. These innings do not have to be consecutive.
- b. One pitch thrown in an inning counts as an entire inning.
- c. Any pitcher who hits two batters in the helmet at any time must be removed immediately regardless of whether this occurs over one or two innings and may not return to pitch in the same game. It is up to the coach's discretion to remove any pitcher who has hit two batters in one inning, with a directive on coaches to focus on safety. After a pitcher hits three players in one inning, the pitcher must immediately be removed, but may return in a subsequent separate inning.
- d. If a batter is hit by a pitched ball that touches the ground before the plate, it shall constitute a ball; the batter is not automatically awarded first base.
 - i. If a batter is hit by a wild pitch and makes a concerted effort to get out of the way, they will be rewarded first base.
 - ii. The batter is not allowed to elect to continue hitting after being hit by a pitch.

SPECIAL RULES FOR DYBSA BRONCO SOFTBALL LEAGUE (6th, 7th, 8th GRADE)

1. A twelve (12) inch hard leather softball shall be used.
2. Standings shall be kept by the Bronco League President in consultation with the Co-Directors of Softball. The tournament shall be a seeded tournament.
3. The winning team is responsible for the entry of scores into the app/website for record keeping.
4. Games are 6 innings or 1:45 long, whichever occurs first. No inning shall start after 1:45 from the first pitch. Playoff game time limits may be altered by agreement of the league president and the co-Directors of Softball in advance of any games.
5. The fifteen (15) run slaughter rule will prevail after four (4) innings of play, or 3½ innings if the home team is ahead, or at any similar point in subsequent innings. Ten runs (10) after 5 innings, or 4½ innings if the home team is ahead.
6. The "Infield Fly Rule" shall not be in effect.
7. There is no dropped third strike.
8. A side will be out after three outs or after having scored five (5) runs in an inning.
 - a. For all regular season games, the maximum number of runs that can be scored by each team in an inning is five (5). If a hit results in scoring runs in excess of five (5) runs, the inning is still marked five (5).
 - b. For playoff games, the maximum number of runs that can be scored by each team in the playoffs is five (5) except the last inning.
 - c. If it is apparent that because of the approaching time limit (as set forth in Rule 4) or pending darkness that the last inning will be an inning other than the 6th inning, the last inning shall be determined by mutual agreement between the coaches and the umpire(s).
 - d. Once the decision has been made to declare the last inning, the decision may not be altered.
 - e. The Championship Game will be six (6) innings. The maximum number of runs that can be scored by each team in the Championship Game is five (5) except the last inning.
9. Base Running/Stealing
 - a. Base runners may leave their bases once the pitched ball leaves the pitcher's hand.
 - i. **Pick off attempts** by the catcher shall be permitted, and the runners may advance; including to 3rd to home. If the Catcher makes a pickoff attempt, and the ball is overthrown, the runner can advance home.
 - b. There is a wall at 3rd base.
 - i. A runner cannot score from 3rd base on an overthrow (from anywhere on the field) on a play at 3rd base.
 - ii. A runner at 3rd base can score on an overthrow anywhere else in the field as long as a batted ball started the play.
 - iii. A runner may continue to advance to Home if the runner has clearly passed 3rd base prior to the ball arriving at 3rd base. This advancement will be ruled upon in the sole discretion of the umpire(s).
 - iv. If catcher attempts pickoff at 3rd, the runner can advance home.
 - c. If a ball is hit to the outfield, the runner may advance until the ball **reaches a player in the pitching circle. If the ball is dropped by the player, play is still stopped.**
 - d. Stealing is permitted.
 - i. Stealing of 2nd and 3rd are permitted. There is no stealing home.
 - ii. If a team has a lead of 7 or more runs, the team must stop stealing.
 1. If the opposing team cuts the lead under 7, stealing may resume..
10. Defense
 - a. The defensive team may field as many as 9, with no official short center position. There is no minimum number of players necessary for the defensive team.

- b. All players must play an equal number of innings in the infield and in the outfield per game, as described in the Fair Play Guidelines in the General DYBA Rules, Section 1.16.
 - i. No player shall play in the outfield for two innings, before every player has played the outfield for one inning.
 - ii. No player shall sit out two innings before every player has sat out one inning.
 - iii. No player shall sit out or play outfield in two subsequent innings.
 - iv. If there is an odd number of innings in a game, the requirement is for all players to play an equal number of innings in the infield and in the outfield per every two (2) games.
11. Bunting is permitted
- a. Fielders may charge forward to field a bunt before the ball is hit by the bunting player if a bunt is shown by the batter in the judgment of the umpire.
 - b. Fielders do so at their own peril.
 - c. NO SLASHING (Fake bunt, and swinging away)
12. Pitching Guidelines
- a. One pitch thrown in an inning counts as an entire inning.
 - b. For players registered in a travel program, the maximum number of innings they can pitch is two. For all other pitchers, the maximum number of innings is three. These innings do NOT have to be consecutive.
 - c. Playoff Pitching rules- If a game goes to extra innings, all pitchers are eligible to pitch one additional inning.
13. Pitching Inning Limits and Hit Batters
- a. Any pitcher who hits two batters in the helmet at any time must be removed immediately regardless of whether this occurs over one or two innings and may not return to pitch in the same game. It is up to the coach's discretion to remove any pitcher who has hit two batters in one inning, with a directive on coaches to focus on safety. After a pitcher hits three players in one inning, the pitcher must immediately be removed, but may return in a subsequent separate inning.
 - b. If a pitched ball hits a batter, the batter shall be awarded first base, provided that the batter has made an effort to avoid being hit.
 - i. A ball that hits the ground first is considered a dead ball. **A batter is NOT awarded first base if the ball hits the ground first.**
 - ii. A batter who swings at a pitched ball that subsequently hits the batter shall be called a strike and the batter will not be awarded first base.
 - iii. The batter is not allowed to elect to continue hitting after being hit by a pitch.