

# DGSA Rule Book addendum

01/13/2017

These changes are effective immediately and may have already been in effect for prior seasons. The intent of this addendum is to compliment the USSSA rule book.

## Game Times

8U will remain one hour to 1 hour and 10 minutes. Just complete the last inning.

10U - No new inning after 80 minutes. Complete the inning unless home team is winning after visiting team has three outs.

12U & 16U - No new inning after 90 minutes. Complete the inning unless home team is winning after visiting team has three outs.

## Substitutions

Official game must consist of all field positions occupied by your players. You may still play short one player. If short one player, you may have a sub play to fill the field without penalty. The sub must come from the Player Coordinator (PC). This sub cannot play pitcher or catcher. You cannot reach out to players, parents or other coaches for subs. This must go through the PC. The PC will reach out to parents and coaches for players from a designated list. This list will begin formation at registration.

8U and 10U field 9 players with a bonus player to make 10. A full field is 9 so 9 is not short. 8 players is playing short.

If you are short a position you will take an out when that position comes up in the lineup. If you have a sub to fill that position then no penalty will apply. No Sub can play pitcher or catcher unless team is short 2 players and that would be a forfeit. If you are short 2 field positions, you will forfeit the game but may still play with sub players. The players do not have to come from the PC but must come from the same age group. They can play pitcher or catcher in this situation.

## Pitchers

Pitchers may be replaced on the mound at any time but may not come back to the mound in the same inning unless they stayed in at another position. If they should return to the mound in the same inning, they are not allowed a warm up period.

Official Scorekeeper Darin Kent [darin.kent@cox.net](mailto:darin.kent@cox.net)

Field requests: Miguel Banuelos: [mbanuelos@cheesemerchants.com](mailto:mbanuelos@cheesemerchants.com) Phone: 602-315-8136

Player Coordinator: Frances Banuelos: [frances.beard@yahoo.com](mailto:frances.beard@yahoo.com) Phone: 623-845-2131

The league will designate an official scorekeeper for all team managers to report scores to. The home team is responsible for reporting the score to this person.

The official scorekeeper for each game will be the home team unless the home team is unable to provide an official scorekeeper. The managers of each team will need to meet prior to the game to determine who this person will be.

### **Umpires**

One umpire will be assigned to each game. Playoffs or tournaments will be assigned two umpires.

### **Managers & Coaches**

All Coaches and managers will have to attend a managers meeting. This meeting will be held pre-season. All managers and coaches will be required to attend a mandatory coach's clinic. After the clinic the coaches will receive their equipment for the season. No club manager will be allowed to coach within the league while managing a club team of the same age group.

### **Keepers**

Managers/Coaches can keep 5 girls from his/her prior season team. They must seek approval from the parents of the girls prior to draft or the forming of the teams. They must submit that form to the DGSA President prior to the day of the draft or the forming of the teams. The balance of the girls will be drafted (Spring) or assigned to the team (Fall). The ideal number of girls for a team is 11-13 depending on division. We will try to accommodate requests to play on certain teams (fall) but we do not guarantee we can always make this happen. Keepers do not tryout. Returning coaches from spring may keep entire team with parent's approval for the fall season only. If you skip a season you may not retain former players.

### **Hitting/Fielding/Regular Play**

Dropped third strike is in play for 12U and above. Player can advance to 1<sup>st</sup> if it is not occupied.

On a passed ball at home plate, players can advance and third can steal home.

Infield fly rule is in effect for all age groups. While 1<sup>st</sup> and 2<sup>nd</sup> base are occupied or all three bases are occupied it is an automatic out.

If a player bats out of order, the batter who was missed is an automatic out.

Catchers and pitchers can have a substitute runner immediately after the initial play is dead. This runner will be the last batter out. This applies to an injured player as well.

8U & 10U can utilize 9 or 10 fielders. 12U and above is 9 players.

An on deck batter is permitted but they must be wearing a helmet with facemask.

Batboys/girls are allowed in DGSA. Bat boy/girl must purchase a designated jersey or wear team colors while on field. Age 8 or older.

All batters, runners, catchers, and batboys/girls must wear helmets at all times while on the playing field. All helmets must have a face mask. A chin strap is highly recommended.

1 batter is allowed to warm up outside the dugout during games in the designated area or just outside the dugout if not designated.

Metal cleats are allowed for 14U and up but we do not recommend them. The City of Peoria and PUSD prefer nonmetal cleats on their fields.

All players' are highly encouraged to wear a defensive face mask while on the field. Pitchers are required to wear a face mask.

There are no lead offs. All base runners must wait until the ball has been released to leave the base. A runner must return or be in advance to a base once the pitcher enters the pitching circle. If the pitcher starts her wind up and the runner is off base, they will be called out.

Pitching circle violation is in affect:

If the pitcher is in the circle with the ball, the play is dead. If the batter is walked to first and the player turns to go to second, she is committed to continue to second. If she stops and comes back to 1st, she is out. Only exception is if the pitcher tries to make a play on her.

Run Rule: A 12 run lead after three innings. Managers can agree to continue the game for the regular duration This is DGSA's preference. Max runs per inning are 5 for 10U and 12U. 7 runs for ages 13 and above. Continuation of runs is allowed until play is dead. Max runs per inning with bases loaded would be 8 on the continuation for 10U and 12U, 16U would be 10 runs.

DGSA utilizes a continuous batting order for both spring and fall seasons. Every girl bats in continuous order.

Our players must field 2 innings and cannot sit in the dugout for more than 1 inning continuously.

Ultimately the Umpires have final say in game play and their decision stands. If you wish to appeal you can do so with the DGSA board that will review and make a final ruling. This is a recreational league so we expect the game play to be cordial between managers and fun for the girls. Yelling and screaming at officials, parents or players will not be tolerated.

### **Player Attendance**

If a player has not attended 4 consecutive games/practices, without notice, that player will be considered resigned from the league. They will be removed from the roster and they are not eligible to play the balance of the season without board approval.

**Sec 1. Pitching, base path distances and recommended field distances.**

<b>Divisions</b>	<b>Female Pitching</b>	<b>Base Path Radius</b>	<b>Ball Size Color -Yellow</b>
8 & Under	35 Ft.	60 Ft.	11"
10 & Under	35 Ft.	60 Ft.	11"
12 & Under	40 Ft.	60 Ft.	12"
14 & Under	43 Ft.	60 Ft.	12"
16 & Under	43 Ft.	60 Ft.	12"
18 & Under	43 Ft.	60 Ft.	12"

**SLIDING RULE:**

Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder / or catcher. Attempting to jump, leap, or dive over the fielder / or catcher, is not interpreted as seeking to avoid contact. Malicious contact shall supersede all obstruction penalties.

Rule 18 Penalty: The runner shall be called out and may be ejected from the game at the umpire's discretion.

Rule 18 Comment: When enforcing this rule, the umpire should judge the runner's intent. If the umpire feels that the contact was unintentional, then the runner should only be called out. If the umpire feels that the contact was intentional and / or malicious, then the player should be declared out and ejected.

Nick Scali [info@dgsaaz.com](mailto:info@dgsaaz.com) phone: 602-531-0200