

Dubuque Girls Independent League Softball (DGIL)

Rules & Information| 2020

	A	B	C	D	E
LEAGUE & GENERAL GAME INFORMATION					
Game Days	Mondays	Wednesdays	Tuesdays and Thursdays (doubleheader on one night)	Tuesdays and Wednesdays	Mondays and Thursdays
Game Times	5:30 p.m. & 6:45 p.m.	5:30, 6:45 & 8:00 p.m.	5:30 p.m. or 6:45 p.m.	5:30 p.m. or 6:45 p.m.	5:30 p.m. or 6:45 p.m.
Games Week	2	2	2	1	1
Game Starts	Game time starts when the first warm-up pitch is thrown. All games need to start on time. If one game has a brief rain delay, it will still end at originally scheduled time.			All games need to start on time. If one game has a brief rain delay, it will still end at originally scheduled time.	
Game Length	5 inning game - Drop dead time of 1 hour, 10 minutes				
Practices	Determined by Coach. Field Rental is available at DGIL for teams for 4 weeks starting April 6. It is \$20 for all 5 weeks.				
Fields	F1, F2, F3, or F4			F1, F4 or F5 (F5 is preferred for games)	
Base Length	60 feet apart. Safety bases will be used.			45 feet apart on F5. 60 feet apart on F1 & F4. Extra bases provided to make F1 & F4 smaller. Safety bases will be used.	
Pitching Distance	43 feet	40 feet	35 feet	N/A	
	Measure tip of home plate to front of pitching rubber.				
Inning Run Rule	5 runs per inning for first 3 innings. Open inning to begin with the 4th inning.		5 runs per inning	3 outs or 5 runs. No walks. After 4 pitches, use T-stand.	Use T-Stand and bat entire line-up each inning. No walks.
Mercy Rule	15 runs after 3 innings. 10 runs after 4 innings.			None	
Home/Visitor	Disregard schedule. Coaches/players flip.				
# of Players Required	Eight (8) players are required to start a game. It is an out if 9th batter does not bat. Teams can play ten (10). NO infield rover.			No current rule.	
Substitute Players	Must be registered DGIL player from a B league team. Player cannot pitch.	Must be registered DGIL player from a C league team. Player cannot pitch.	Must be registered DGIL player from a D league team. Player cannot pitch.	---	----
	<i>Under no circumstances can a player outside of the league sub in any game. Failure to adhere to rule will result in penalty for team/coach.</i>				
Umpire(s)	1 Home Plate Umpire (provided by DGIL). A base ump will be provided by the HOME team at each game. Umpire must be 16+. ALL UMPIRE DECISIONS ARE FINAL.			Not used. Coaches make fair/foul and safe/out calls.	
Coaches	Need to stay with in the constraints of the dugout. Only 1 coach can be outside of the dugout, within those constraints, at any time.			Coaches are allowed on the field as needed to provide instructional support.	
Coach/Parent Conflict	On 1st of 2nd incident with coach/parent, game suspension may result. 3rd issue of conflict, parent/coach can be banned from complex.				

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EQUIPMENT & UNIFORMS					
Uniform	Uniform pants or shorts, jersey, and socks are player responsibility. Contact your Coach for more information for your team.				Shirt provided by DGIL
Cleats	Not required. No steel/metal spikes allowed.				
Batting Helmets	Helmet with face guard & chin strap is MANDATORY. DGIL does not provide, ask your coach if team provides or player provides.			Helmet wtih face guard REQUIRED and chin strap VERY STRONGLY encouraged. DGIL to provide a couple helmets per team.	
	Any player on deck, batting or running bases must wear a helmet at all times.				
Glove	Parent/Player responsibility.				
Infield Masks	For 2020, all players on the field regardless of position will be required to wear a face mask. Umpire to stop play until they are worn or player is removed from field.			For 2020, all players on the field regardless of position will be required to wear a face mask.	
Catcher's Equipment	DGIL does NOT provide equipment. Team/player is responsible.			DGIL provides, ALL gear required.	None
T-stand	Not used for games			DGIL provides	
Bat	No baseball bats allowed. See acceptable bat usage on DGIL Website.			DGIL will provide a couple bats per team.	
Ball	Optic 12" yellow softball		11" yellow softball (NOT Softie)	11" yellow Softie Softball	
	DGIL provides game balls.			DGIL will provide for each team.	
Scorebook	Each team is responsible for keeping track in a score book. If a team is caught batting out of order, it is an automatic out.			No curent rule	

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PITCHING RULES					
Who pitches?	Player, see rules below			Coach pitches from 30 feet or closer. Player will play pitcher beside coach. Coach is to move out of the way of the ball.	T-stand. If a player's skill level warrants it, the coach may pitch to their own team. Max of five (5) pitches per batter.
• Pitcher's motion must start with both feet contacting the rubber. Penalty for not starting with both feet on the rubber: The batter will be awarded a ball.					
• Pitchers can pitch 6 innings in a night in A & B. In C league, pitchers can only pitch in four (4) innings in a night. One (1) pitch thrown constitutes an inning.					
• Five (5) warm-up pitches to start the game or when enters game and three (3) warm-up pitches between innings.					
• If a pitcher pitches for her Varsity High School Team, she is still allowed to pitch in the DGIL League.					
• If a pitcher hits 3 batters during an inning, that pitcher must be removed from pitching. The ball must hit the batter in the air. A ball that hits the ground first, it does not count against the pitcher in this case.					
• C LEAGUE ONLY: A pitcher can only walk 3 batters per inning. After that, if a pitcher throws four (4) balls to a batter, the coach must step in to pitch three (3) pitches max that are hittable or unless last pitch is a foul tip. The strike count remains. A batter may strike out but no walks will be allowed when the coach is pitching. A hit batter is also counted towards the 3.					

OFFENSE INFORMATION				
Roster	Teams will bat their entire roster. A player late to the game may enter at anytime and will be added to the bottom of the line-up to hit. If a player leaves mid-game and the roster is now less than 9, that player's spot will now be an out each time her at-bat comes up. <i>E League Only: Last batter will run all the bases.</i>			
Coaches	Coaches may not come into contact with runners while a play is in progress.		No current rule.	
Time between pitches	Batter has max of 10 seconds between pitches to be in the batter's box and ready for the next pitch. Batter must keep one foot in batter's box between pitches.		No current rule.	
Hit by a pitch	If pitched ball hits batter in the air, it is a dead ball and the batter is awarded first base. If the ball bounces, the batter must make an attempt to move out of the way. If the batter does not attempt to move, the base is not awarded.		No current rule.	
Bunting	Allowed. If the batter shows a bunt, player may NOT swing away. If the batter shows a bunt and then swings, the batter is out. Slap hitting is not considered a bunt.	Bunting is allowed except when coach is pitching.	No current rule.	
Walks	Allowed	A pitcher can only walk 3 batters per inning. After that, if a pitcher throws four (4) balls to a batter, the coach must step in to pitch three (3) pitches max that are hittable or unless last pitch is a foul tip. The strike count remains. A batter may strike out but no walks will be allowed when the coach is pitching. A hit batter is also counted towards the 3.	No walks. After 4 pitches, use T-stand. COACHES: Take 4 balls with you each inning. Catcher collects them near her and SHE throws them back (not the back-up).	No walks. Must hit ball.
Dropped 3rd strike	Batter can run to first and catcher must make throw in time for batter to be out. Batter is out if more than 4 steps are taken and not toward 1st base. Umpire discretion, must call out immediately. Only with bases loaded and 2 outs can the batter advance to first as well as any base runners can advance one base on a dropped third strike. A pitch that bounces and the catcher fields cleanly is not considered a dropped pitch. Catcher may throw to first baseman using the orange safety bag to make the play.	Not allowed		
Throwing the bat	If batter throws the bat and makes contact with the catcher or the umpire, umpire can make decision to call the batter out. May issue warning on first instance.		No action taken. Coach needs to address immediately with the player.	

Stealing	Allowed. More than one base is allowed on an overthrow. Home plate is open.	Allowed. More than one base is allowed on an overthrow. Home plate is CLOSED.	Not allowed	
Catcher throwing to a base	If catcher throws to a base and the runner returns to the base they started at, the runner MUST be tagged to obtain the out, unless it is a forced out.			
	Runners can advance on an overthrow. Home plate is open.	Runners can advance on an overthrow except to Home. Home plate is CLOSED.	If catcher throws to a base, the runner MUST be tagged to obtain the out. Runners CANNOT advance on a bad throw.	N/A
Extra Bases	If there is an overthrow at first base, the runner can proceed to second and continue to third if she believes she has time.	If there is an overthrow at first base, the runner can proceed to second and continue to third if she believes she has time. Home is closed.	The runner can advance one base on an over throw and they need to stop at that base. If the ball is overthrown at that base in an effort to get them out, then the runner may proceed to the next base. The runner cannot just keep running before the ball is overthrown. Home is closed.	If the fielder has yet to reach the ball and/or no attempt to throw, one (1) extra base may be taken. Once a fielder has the ball and makes an attempt to throw the play is over, assuming the batter-runner has reached first base. Otherwise one (1) base at a time per hit. A ball hit over F5 fence is a homerun.
Leading Off	Runners cannot lead off until the ball leaves the pitchers' hand. Fielder MUST tag runner unless it s a force out.			Not allowed
Passing another base runner	A base runner that passes another base runner on the base paths is automatically out and other runners must go back to previous base.			Explain to the player and place on correct base.
Stealing home plate?	Open	Home plate is closed. Player must go back to 3rd. If the runner runs out the baseline, she will be called out.		Not applicable
Play Stops	Play stops when the ball is in the circle. Runners must choose a direction.		---	
Sliding	Runners MUST slide anytime there is a play at the bag (outside of first base). Umpire discretion.			No current rule.

Look Back Rule - A LEAGUE ONLY -The purpose of the look back rule is to get runners to a base so the next pitch can start. The look-back rule establishes a set of rules for when the runner has to return to a base. The look-back rule is not designed to generate cheap outs. Umpires should not call a runner out who loses contact with the base, but had no intention of leaving the base. The look-back rule is in effect when the pitcher has possession of the ball in the pitcher's circle during a live ball and the batter-runner has reached first base. When the look back rule is in effect, any runner, who is stopped off base, must immediately advance to the next base or return to the base left and any runner, who is in motion, may stop once but then must immediately advance or return. The responsibility is completely on the runner. There is no obligation on the pitcher to look, fake, or throw. Failure to immediately proceed will result in the runner being declared out. Once the runner has returned or stops at any base for any reason, she will be declared out if she leaves the base.

The runner is released from the look-back rule when:

1. A play is made on her or another runner.
2. The pitcher leaves the circle or drops the ball.
3. The pitcher releases the ball to the batter.

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FIELDING INFORMATION				
Line-Up	Teams will bat their entire roster. No player can sit out 2 consecutive innings.	Teams will bat their entire roster. No player can sit out consecutive innings.	Teams bat their entire roster. All players will play defense.	
# playing the Field	Eight (8) players are required to start a game. It is an out if 9th batter does not bat. Teams can play ten (10) or nine (9) players, but no infield rover. Outfielders must be positioned on the grass.		All players will play the field every inning. No more than 5 players will play on the infield before the ball is hit. Players should be rotated through positions.	
Coaches	Not allowed on the field. Must stay in or near entrance of dugout.		Coach can be on the field to give instruction but should not interfere with the play. If accidental, continue play.	
Catcher	Player must wear all catching equipment when playing the position. Back-up catcher must wear a helmet with face guard.		Player must wear all catching equipment when playing the position.	No player catcher. Coach must be at the T-stand.
Back-up Catcher	No back-up catcher allowed.	Must be used (Coach or parent/sibling age 16+), but only for passed balls. Cannot touch a live ball.	Back-up catcher can be used (coach, parent, older sibling) but only for pass balls.	N/A
Base Paths	If there is not a play, defensive players shall not stand in the base paths or near the base. Offensive player must be given path to run.			
Safety Bags	On any fair batted ball, either the white or orange safety bag can be used by the defense or the runner if an errant throw pulls defense off the bag.		No current rule.	No current rule.
Substitute Runners	If catcher is on base with two outs, player must be substituted by player who made the last out. Pitcher can be substituted if so chosen. No other player can be substituted for unless in the case of an injury.		No current rule.	No current rule.
Infield Fly Rule	Will be used and is a judgment call by umpire. (Only used when less than 2 outs, and runners on first and second and/or third).		Not used.	
Infield practice/warm up	No infield practice is allowed. Warm-up before a game must be behind the bases or in the outfield.		No current rule.	