**DYBSA GENERAL SOFTBALL RULES FOR ALL HOUSE LEAGUES**

*(Spring 2023)*

1. When, in the opinion of an umpire, all immediate play is completed, he or she will call “Time.”
2. 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.
   1. For Mustang and Bronco leagues, all players in the field must wear a fielding mask.
3. 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.
   1. **Pitching Rules**
      1. **ONE** travel pitcher may pitch a maximum of two innings in one game. Any other travel pitcher may pitch one inning. Can be non-consecutive.
      2. One pitch thrown in an inning counts as an entire inning
      3. Each team can pitch non-travel players for two innings. These innings do NOT have to be consecutive.
4. 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.
5. 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 any part of the strike zone.
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. All batters in leagues above T-Ball (Pinto on up) must wear helmets with facemasks.
8. 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.
9. 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.
10. Bronco and Pony 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.
11. 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.
12. All coaches, managers, fans and players will adhere to the DYBSA Code of Conduct.

**SPECIAL RULES FOR DYBSA PINTO SOFTBALL LEAGUE**

**(1st - 2nd GRADE)**

1. All players will play in the field and bat. An 11” soft softball will be used.
2. Seven infielders. All other players will play outfield, behind base path.
3. Infielders besides catcher will play behind diagonal line between first and third base.
4. Coach will pitch to own team. Coach has obligation to avoid contact with batted ball or inhibiting fielder. If contact is made, or fielder is inhibited, batter will be awarded first base and all other runners will be awarded next base.
5. 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.
6. Batting team will bat one time through the lineup or until three outs have been made.
7. Defensive team may have 2 coaches positioned in the outfield.
8. 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.
9. NO SCORE WILL BE KEPT. ALL GAMES END IN A TIE.
10. The “Infield Fly Rule” shall not apply.
11. 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.
12. Player will rotate positions every inning.
13. 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.
14. Bunting is prohibited.
15. Leadoffs are prohibited.
16. 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.
17. If the ball is hit into the outfield, all runners may continue to run until the ball has been thrown into the infield. All runners will stop at the base to which they were on their way once the ball reaches the infield.

**SPECIAL RULES FOR DYBSA MUSTANG SOFTBALL LEAGUE**

**(3rd, 4th, 5th GRADE)**

1. All pitching during games will be player-pitch up to 4 balls and then Coaches will relieve 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.** An 11” hard leather softball will be used. The player-pitcher, when not pitching, shall stand to the side of the coach-pitcher and play her normal defensive position.
2. 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.
   1. The player-pitcher may not creep forward toward the plate during the pitch.
   2. 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.
   3. **Pitching Inning Limits**
      1. **ONE** travel pitcher may pitch a maximum of two innings in one game. Any other travel pitcher may pitch one inning. Can be non-consecutive.
      2. One pitch thrown in an inning counts as an entire inning
      3. Each team can pitch non-travel players for two innings. These innings do NOT have to be consecutive.
   4. Any pitcher who hits two players in the helmet at any time must be removed immediately regardless of whether this occurs over one or two innings.
3. 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.)
4. All players in the field must wear a fielding mask.
5. The umpire shall call balls and strikes to all batters. There are both called strikes and swinging strikes. Players do not walk after four (4) balls. However, after three (3) strikes, a batter shall be out.
6. 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.
   1. 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.
   2. Players can NOT elect to continue to hit, if they are hit by pitch.
7. 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.
8. When players are fielded in accordance with Rules 1 and 5, there shall be no more than five (5) infielders at any time, not including the pitcher and catcher.
9. Outfielders must stand on the grass in their defensive position. They may only move on to the infield dirt 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. They may move forward to cover a base on a play, however.
10. 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. Players may not play the same position in any game absent injury that reduces the number of available players to less than 7.
    1. However, 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.
    2. The equalization referenced in subpart (a) shall not apply during playoffs.
    3. Players must play within one inning of each other.
    4. Players must play within one inning of infield of each other.
    5. The infield positions for the fair play rule shall be: P, C, 1B, 2B, SC, SS and 3B. If a team chooses to play 4 outfielders (stationed on the grass), all 4 positions shall be considered an outfield position.
    6. Example: Two players – 1 player plays 5 innings total and another 4 innings total. Player 1 could play 5 innings and 4 innings in the infield while players 2 plays 4 innings and 3 innings in the infield. Fair play rules have been complied with for both innings played and infield play.
11. Games are seven (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.
12. A side will be out after three (3) outs or after the offensive team scores five (5) runs in an inning. The “five (5) run rule” will apply in all but the last inning. If the time limit of the game is approaching (as set forth in the preceding rule) or darkness is pending, the last inning shall be declared by mutual agreement of the managers and umpire(s) prior to the start of the inning.
13. The fifteen (15) run 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.
14. The “Infield Fly Rule” shall not apply.
15. An eleven (11) inch hard softball shall be used.
16. Bunting is prohibited.
17. Base runners may leave their bases once the pitched ball crosses the plate.
18. Stealing is prohibited.
19. There is a wall at every base. No runner may advance on any over throws of any base.
    1. If a ball is hit to the outfield, the runner may advance until the ball is in the glove of an infielder.
20. A defensive coach (team pitching) should stand behind home plate to assist with missed balls by the catcher. Other coaches must stand along the fence line adjacent to the team’s bench.
21. Whenever possible and safe, a coach from either team shall stand behind the catcher and umpire and assist in the return of balls into play to expedite the speed of the game.
22. Coaches for both teams should enter scores in the App/Website on SportsEngine.
23. A draft maybe used for the formation of teams as directed by the Co-Directors of Softball. Two coaches may coach together as a team as long as their daughters are not both rated as 1st round draft picks. No more than two coaches may pair up to coach together before the draft.
24. Coaches are not permitted in the outfield during the regular play. They must coach from the sidelines.

**SPECIAL RULES FOR DYBSABRONCO SOFTBALL LEAGUE**

**(6th, 7th, 8th GRADE)**

1. 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. A 12” hard leather softball will be used.
2. All players in the field must wear a fielding mask.
3. All players must play a minimum of three innings in the infield and two innings in the outfield per game, as described in the Fair Play Guidelines in the General DYBSA Rules. No player may sit out two innings before every player has sat out one inning.
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 15 run slaughter rule will apply after 5 innings of play or 4½ innings if the home team is ahead or at any similar point in subsequent innings.
6. The “Infield Fly Rule” shall not be in effect.
7. NO Dropped third strike.
8. A side will be out after three outs or after having scored 5 runs in an inning.
   1. The “five run rule” will apply in all but the last inning.
   2. 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 declared by mutual agreement of the managers prior to the start of the inning in consultation with the umpire(s).
   3. Once the decision has been made to declare the last inning, the decision may not be altered.
   4. If a hit results in scoring runs in excess of 5 runs….the inning is still marked 5. (IE if you already scored 4 runs, and someone hits a grand slam, it is still counted as 5, before the last inning)
9. A twelve-inch hard softball shall be used.
10. The strike zone will be from the batter’s shoulders to knees. 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.
11. 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.
    1. 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.**
    2. 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.
    3. Batter is not allowed to elect to continue hitting after being hit.
12. Bunting is permitted.
    1. 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.
    2. Fielders do so at their own peril.
    3. NO SLASHING (Fake bunt, and swinging away)
13. Stealing is permitted.
    1. Stealing of 2nd and 3rd are permitted
    2. NO STEALING HOME
    3. If a team has a lead of 7+ they have to stop stealing.
       1. If other team cuts the lead under 7, you may resume stealing.
14. Runners shall not leave their bases prior to the ball crossing the plate.
    1. **Pick off** **attempts** by the catcher shall be permitted, and the runners may advance. Including to 3rd to home. If Catcher makes a pickoff attempt, and they overthrow 3rd, runner can go home.
15. There is a wall at 3rd base.
    1. A runner cannot score from 3rd base on an overthrow (from anywhere on the field) on a play at 3rd base.
    2. A runner at 3rd base can score on an overthrow anywhere else in the field as long as a batted ball started the play.
    3. 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).
    4. If catcher attempts pickoff at 3rd….runner can advance home.
    5. If a ball is hit to the outfield, the runner may advance until the ball is in the glove of an infielder.
16. Pitching Guidelines
    1. One pitch thrown in an inning counts as an entire inning.
    2. A travel pitcher may pitch a maximum of two innings in one game. Any other travel pitcher may pitch one inning. Each team can pitch non-travel pitchers or non-travel players for two innings. These innings do NOT have to be consecutive.
    3. Playoff Pitching rules- If a game goes to extra innings, all players are eligible to pitch 2 Innings.
17. **Any pitcher who hits two players in the helmet at any time must be removed immediately regardless of whether this occurs over one or two innings.**
18. 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.
    1. No balks will be called.
    2. 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 until the game is completed.
19. After a player pitches ball four with the bases loaded, a coach from the offensive team will pitch to the batter.
    1. The batter’s strike count will be continued when the coach begins to pitch.
    2. The coach pitcher must pitch within 3 ft of mound.
    3. The umpire shall continue to call balls and strikes. Balls will not be counted and a batter hit by a coach-pitch will not be awarded first base.
    4. The pitcher shall stand within 8 ft of the mound, but not in front of the coach pitcher. (Think back half of the circle.)
    5. 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.
20. Standings shall be kept by the Bronco League President in consultation with the Co-Directors of Softball. The tournament shall be a seeded tournament.
21. Coaches coordinate the entry of scores in to the app/website for record keeping.