

DACSL SOFTBALL RULES

ASA rules apply accept the following slow pitch modifications:

1. The home team provides bases, game ball and official scorebook.
2. Ball used must be acceptable to both team captains and the umpire.
3. Each team must field a minimum of eight (8) players and a maximum of ten (10) players.
5. Game time is 6:30 p.m. A 15-minute grace period is allowed before forfeit.
6. Cancelled games shall be rescheduled by mutual agreement of the two affected teams, the league coordinator and umpire coordinator.
7. Cancellation shall be by mutual decision of both team captains and the umpire.
8. Incomplete games are those in which conditions do not permit completion of five (5) full innings.
9. A player cannot leave a base until the ball is hit otherwise the player is out.
10. Pitched ball arc is to be six (6) feet to twelve (12) feet above the ground. Umpire to call illegal pitch. If an illegal pitch is hit, it is a play. An illegal pitch cannot be called a strike.
11. If an umpire is unavailable as scheduled, an individual acceptable to both team coaches shall be used who may be a spectator or team player.
12. The umpire shall have final decisions in all on-field play.
13. No one under the age of twelve (12) shall play.
14. Women are eligible to play.
15. The strike zone is defined as the area over the plate, between the back shoulder and the front knee.
16. A pitched ball that hits the plate is a ball.
17. No metal spikes permitted.
18. Players must participate in 1/2 of the regular season games in order to be eligible to play in the playoffs.
19. Option to use an Extra Player (EP) in game as long as batting order remains unchanged.
Must notify opposing team at beginning of game of your intentions. If "DH" is used eleven (11) players will bat but only ten (10) players in the field. Substitution Rule #4 applies.
20. The distance between bases is 65 feet. The distance between the pitching rubber and the back of home plate is 50 feet.
21. Players are required to attend the church for which they are playing and they must attend at least three of any church related activity per month prior to participation.
22. No player during any sporting event shall engage in the use of alcoholic beverages, smoking, fighting or the use of profanity.
23. Forfeiting team will pay BOTH umpire fees.
24. Foul ball on third strike is not an out.
25. Can play with minimum of 8 players but an automatic out will be in the ninth position of the batting order. Can also play with 9 players with no automatic out.
26. All bats must be ASA approved. Illegal bats should be called out when noticed, not when advantageous. Check out the web site for banned bats http://www.asasoftball.com/about/certified_equipment.asp select bats
27. Pre-game ground rules discussion between coaches and umpires shall include unique field environment rules, known courtesy runners, number of batters in the line-up.

28. Batting more than 11 batters is allowed as determined in pre-game discussion. However if there is a need for the extra batter to leave the game (injury, other commitment, etc.) that batter spot in the rotation is taken as an out. If 2 batters drop from the line-up it is a forfeit.
29. Since you may start the game with 8 players, once the line-up is determined and agreed upon, added batters #9 & #10 may be added at the end of the line-up at any time. The 11th batter may be added to the end of the line-up until the team has batted around.
30. Courtesy runners should be identified at the start of the game. If during play, due to emergent injury, it is acceptable to put in a courtesy runner for the remaining game time. Courtesy runners are not discretionary, i.e. selectively put in play due to current game conditions. Courtesy runners shall be the player that made the last out.
31. Intentional walks are allowed as well as other strategies (going for extra bases, etc), use discretion when there is an obvious advantage between teams. For example if you are up by 20 runs, there is probably not a need to walk a batter.
32. Tie Breaker to determine playoff standings is:
 - a. Record against team head-to-head
 - b. Record against other playoff teams
 - c. Coin toss
33. Need 2 umpires for final games.
34. Higher placing team gets home field advantage in first & third playoff games.
35. Playoff games and finals go to 7 innings. A partial game gets carried over and picked up at the place of stoppage.
36. Injury rule - If a player is seriously injured and a team does not have any eligible substitutes to put in, due to everyone having already been placed in the game, the opposing coach may choose one of the players sitting on the bench to reenter the game in a different spot in the batting order. The injured player may not reenter the game. If a player is seriously injured and a team does not have any players to put in for him, the player may leave the game and the team does not have to take an out in the order unless they have only 8 players remaining in the game.
37. Mercy Rule (new for 2009 season) - If after 5 innings of play a team is up by 15 runs, the game is considered completed.

Rainouts:

The DACSL league practice has been that (except for playoffs and finals) all regular season game that do not complete 5 innings of play are to start over from the beginning. Playoffs and finals pick up from where they are stopped.

The umpire gets paid in full once the first pitch is thrown. If the game never starts due to weather or field conditions the umpire gets half of the fee.