

Dallas Parochial League Softball 2009

NATIONAL FEDERATION of HIGH SCHOOLS APPLY: DPL RULES SUPERCEDE

VARSITY SOFTBALL: Grades 5, 6, 7, & 8 are eligible
2 – Divisions: Varsity D1 and Varsity D2

JUNIOR VARSITY SOFTBALL: Grades 5 & 6 only
*Separate 5th / 6th grade leagues offered.
*6th graders may play in 5th grade league, but are not permitted to pitch.

BASE DISTANCES: 60-65 Feet
PITCHING DISTANCES: 35 Feet Junior Varsity
40 Feet Varsity

GAMES: 7 Innings OR 1 hour & 15 minutes (75 minutes): 5th / 6th
7 Innings OR 1 hour & 20 minutes (80 minutes): Varsity

*In good weather, all games are official once a full inning has completed and the time limit has expired. If the time limit has expired, the inning in progress will be announced as the last unless the game ends in a tie.

*In case of a bad weather cancellation, the game will be ruled official after the bottom half of the 4th inning or after 3 ½ innings if the home team is winning.

A maximum of 5 runs is allowed (regardless of the inning), for all divisions. This rule will not apply for either of the Varsity divisions in the Play-offs.

MERCY RULE: 15 runs after 4 innings (3 ½)
10 runs after 5 innings (4 ½).

Drop Dead Game Limit: If a game is tied after the original time limit has expired, ONE extra inning will be played. If the game is still tied after the completed extra inning, the game will end in a tie.

For the playoffs, regular softball rules will apply for extra inning situations.

Teams must have 8 players at game time to start a legal game. If a team has less than 8 players at game time, the non-offending team will receive a win by forfeit & play a practice game. Should a team only have 8 players, it will receive an automatic out each time the “vacant” spot comes up in the batting order. A vacancy is to be placed at the end of the line-up and announced by the umpire as such. Any time a team can field only seven players or less, due to absentee, departure, or injury...a forfeit will result.

DUGOUTS: Teams will be listed as home and visitor on the schedules, with 50% allocation of each regardless of site. The home team will have its’ choice of dugouts, except in cases where the field is owned or rented by their opponent’s school.

EQUIPMENT:

- *Batting Helmets must be worn at all times by batters, baserunners, & on-deck batters. **Face guards on all batting helmets are MANDATORY.**
- *Metal cleats are not allowed. Refusal to change them will result in ejection of the player.
- *Catchers MUST wear (1) Mask with helmet, (2) Throat Guard, (3) Shin Guards, & (4) Chest Protector
- *All uniforms must have a number on them.
- *Each team is responsible for providing 2 NEW 12" softballs for each game (4 for a doubleheader).
- *Bats must be deemed to be official softball bats.

BATTING:

Junior Varsity:

Continuous batting order. All players bat regardless of who is fielding. The nine starters in the field do not have to occupy the first nine positions in the batting order. However, if a player has to leave the game pre-maturely **for any other reason other than injury**, then that spot in the order will be considered an automatic out for the remainder of the game. Any player showing up, in full uniform, must be placed in the lineup. Players that are injured or ineligible should be dressed differently than those that are eligible.

VARSDITY ONLY: There are no limits on the number of substitutions made during a game. But players, once subbed out must come back in the game for the player that replaced them AND in the same original batting order for the duration of the game.

Varsity:

Traditional batting order of nine players, consisting of those that are playing the field at the time.

Designated Hitters may be used if the team desires. Once a designated hitter takes the field, the team forfeits its' ability to use a DH for the remainder of the game. Extra Hitters (EH) are not permitted.

Bunting is legal in both JV and Varsity.

BASE STEALING:

*No stealing is allowed at the 5th or 6th grade levels. This includes wild pitches & passed balls. Players may not leave the base until a pitched ball has crossed home plate. A.k.a. "Tight Bases."

*At the Varsity level, teams may steal & advance on wild pitches. Teams will receive one (1) warning per game for leaving the base too early.

*All teams should incorporate a 15ft diameter around the mound. Once the pitcher has secured the ball within this circle and no runners are in the process of advancing, the umpire will signal the play as dead, and all base runners must return to base.

*Batters may advance on a dropped third strikes in Varsity D1 only.

*Courtesy Runners are encouraged to speed up play at the **Varsity level**. A courtesy runner must be a player that is currently a substitute, thus not in the batting order at the time. The courtesy runner's appearance does not count as their entrance into the lineup. A courtesy runner may only be used at the Varsity level to run for the pitcher or catcher.

SLIDING:

Sliding is required by runners in any situation involving a tag play at a base or plate. Umpires will be instructed to ignore a failure to slide should no advantage be gained or collision occur. Should there be any questionable

