

Dallas Parochial League Softball 2026

NATIONAL FEDERATION of HIGH SCHOOLS APPLY: DPL RULES SUPERCEDE

VARSAITY SOFTBALL:

Grades 5, 6, 7, & 8 are eligible

JUNIOR VARSITY SOFTBALL:

Grades 5 & 6 only

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 & 30 minutes (90 minutes): Varsity (depending on field availability)

In good weather, all games are official once a full inning has been 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 the Varsity division in the semi-final and finals of the play-offs.

Recording of any DPL game by a 3rd party (person not associated with the teams playing) is prohibited.

Teams are, however, allowed to film their own games for instructional purposes. Film must not be shared between teams, nor be used to scout any other team.

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.

All rosters must be set by the midway point of the regular season. Players may not be added to rosters following that point.

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. Only eligible coaches (SE and PLC certified) are allowed in the dugout or on the field during the games. Max of 3 coaches.....

EQUIPMENT:

Batting Helmets must be worn at all times by batters, base runners, & 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" league approved 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.

VARSITY ONLY: There are no limits on the number of substitutions made during a game. Players may sub freely in the field but once they are inserted into the batting order for another player, both players will then be "tied together" and can't be in the field or the batting order at the same time.

All substitutions must be reported to the official scorekeeper as specified in NFHS rules.

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. If a DH is to be used in a game, they must be noted in the line-up BEFORE the game begins. 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:

JV (5th/6th grade levels) -Stealing is not allowed. Base runner may lead off once the ball leaves the pitcher's hand but must return to the base after each pitch unless there is a hit or walk. This includes wild pitches & passed balls.

Varsity - Players may not leave the base until the ball leaves the pitchers hand on the delivery. 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 only.

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 contact on a non-sliding play, the benefit of the doubt will be given to the fielder.

FIELDING:

(Junior Varsity only) All players must play at least one full inning in the field. Outfielders must start on the grass while playing their positions.

COURTESY RUNNERS

Courtesy Runners are encouraged to speed up play at the Varsity level (not allowed at the JV 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.**

PITCHING:

Prior to starting the delivery of a pitch, the pitcher shall take a position with the pivot foot in contact with the pitching plate and the non-pivot foot in contact with or behind the pitching plate. Both feet must be on the ground within or partially within the 24-inch length of the pitching plate.

Starting pitchers may return to pitch in JV and Varsity games after being removed provided that they remain in the field. They may not return in the same inning that they are pulled.

INFIELD FLY RULE: The Infield Fly Rule is not in effect in either the JV or Varsity divisions.

PRE-GAME RESPONSIBILITIES:

Each team must submit a line-up to the home plate umpire 10 minutes before game time.

Rosters must be printed from doodlio and signed by the school's athletic director. Roster must also have pictures of all coaches that will be in the dugout.

GAME TIME IS FORFEIT TIME.

PRE-GAME PRAYER: to be led by the home team

OFFICIAL SCOREKEEPER: to be provided by the home team.

WINNING team is responsible for reporting the score to the DPL office by 9am the following day. Scores should be e-mailed to tmosmeyer@cathdal.org.

FORFEITS: Any team that forfeits 25% or more of their scheduled games will not be eligible for postseason play. A forfeit must occur if teams do not have at least 8 players by the scheduled start of the game.

RAINOUT INFORMATION:

It is the responsibility of the Athletic directors & head coaches to provide rainout information for their home fields to the league office. The DPL website will be updated as soon as any weather-related changes are known.

DISCIPLINE:

Any coach, player, or spectator that is ejected from the game due to poor sportsmanship will serve a minimum one game suspension and possibly longer pending review.

POSTSEASON TIEBREAKERS:

Postseason status is determined only by in-conference record. In the event of a tie:

1. Head-to-head competition
2. Pt differential – 5 run cap
3. Coin Flip