

Rules Matrix - Diamond Bar Girls Softball - SPRING & FALL 2016

	6U	8U	10U	12U	14U / HS
League Age	4 - 6	7-8	9-10	11-12	13-14 / 14-18
Fielders	10 (4 OF)	10 (4 OF)	9	9	9
Game time	1:10 DROP DEAD	Play out	Play out	Play out	Play out
No New Inning after	N/A	1:20	1:20	1:20	1:20
Innings (max.)	5	6	6	7	7
Innings for Official Game	N/A	3	3	3	3
Home/Visitor Determination	Home team determined by coin flip for every game. Home team is official book. If you don't have a scorekeeper, you can't be home.				
Umpires	Junior or ASA Umpires	Junior or ASA Umpires	ASA Umpires	ASA Umpires	ASA Umpires
Game Ball (Yellow)	10" Worth RIF Level 1	10" Worth RIF Level 1	11" Worth RIF Level 1	12" Worth Dream Seam	12" Worth Dream Seam
Pitching Distance (Feet)	30	30	35	40	43
Base Distance (Feet)	60	60	60	60	60
Helmet w/Chinstrap (NOCSAE Approved)	Mandatory	Mandatory	Mandatory	Mandatory	Mandatory
Faceguard (NOCSAE Approved)	Mandatory	Mandatory	Mandatory	Mandatory	Mandatory
Cleats	Rubber only	Rubber only	Rubber only	Rubber only	Rubber Preferred (Metal OK)
Bats	ASA Approved	ASA Approved	ASA Approved	ASA Approved	ASA Approved
Max. Runs per inning	4	4	6	6	6
Batting Order (All Players)	Round Robin	Round Robin	Round Robin	Round Robin	Round Robin
Run Ahead Rule (Mercy)	N/A	12 after 3, 10 after 4, 8 after 5	15 after 3, 12 after 4, 8 after 5	15 after 3, 12 after 4, 8 after 5	15 after 3, 12 after 4, 8 after 5
Min. Field Play for Players (Innings)	Every other inning	Every other inning	Every other inning	Every other inning	Every other inning
Max. Innings/Outs Pitched	3 coach pitches, then use the tee until the ball is hit in play	9 Outs	12 Outs	Unlimited	Unlimited
Hit Batters allowed	N/A	Umpire's judgment	Umpire's judgment	Umpire's judgment	Umpire's judgment
Bunting	No	only if player pitches	Yes	Yes	Yes
Dropped 3rd strike	No	No	Yes	Yes	Yes
Stealing	No	One base per pitch	Yes	Yes	Yes
Stealing after the ball...	N/A	...leaves the pitcher's hand. Only off of player pitch.	...leaves the pitcher's hand		
Stealing Home	No	No	Yes	Yes	Yes
Advance on Overthrow	Yes-until ball crosses the pitcher's circle or ball is deemed out of play	Yes	Yes	Yes	Yes
Infield Fly Rule	No	No	Yes	Yes	Yes
Special notes:	No walks, hit batters or strike outs. Play is dead when ball enters/crosses the pitcher's circle. Hit ball must go beyond 15 ft. arc to be live. Hash marks used for runners (30ft). Player/Pitcher must have one foot in the circle when the ball is pitched/hit off the tee. <u>Only 2 coaches are allowed in the outfield on defense.</u>	<u>After 4 balls, coach pitches remaining strikes for the first 4 weeks of the season.</u> Foul ball on last coach pitch receives an additional pitch until put in play or strike out. Coach must have one foot on pitching rubber during coach pitch. <u>Batter may not advance to 2nd on a walk.</u>			

****All ASA Rules Apply Unless Stated Above**