

Fallball 2008 Supplementary Rules

The following DIAMOND BAR GIRLS' SOFTBALL League Supplementary Rules are in effect for the playing fallball season. These rules, in most cases, cover situations not included in the League's By-Laws, League Policy or A.S.A. Rules. In cases of conflict between A.S.A. (8U/Mini Division will follow the 10U A.S.A. rules) and these supplementary rules, the supplementary rules will apply.

SECTION I: CONDUCT

- A. Managers/Coaches are responsible for the conduct of their team and spectators.
- B. Managers, Coaches, Players or Spectators may not verbally or physically harass players on either team. Violation of this rule could result in ejection.
- C. Managers, Coaches, Players or Spectators may not verbally or physically harass umpires. Violation of this rule could result in ejection.
- D. If a Manager, Coach or Parent has been ejected from a game, he/she must go before the review board of the League's Directors before being allowed to attend any further games or practices.
- E. All Managers, Coaches and Parents will abide a by the Parents Code Of Ethics and Sideline Demeanor as mandated by the City of Diamond Bar.

SECTION II: DISCIPLINE

- A. Players will NOT be physically disciplined or embarrassed at anytime (practices or games). If a player needs to be disciplined or corrected, be tolerant and fair. If further action needs to be taken, contact the player's parents or league officials for assistance.
- B. If a manager has a discipline problem with any player during a game, the manager will use his/her discretion on proper action; first a warning and them removal from the game. Let us be fair: the problem must be serious before resorting to the last mentioned action.

SECTION III: PLAYING FIELD

- A. Dimensions:
 - 1. High School, 14U/Majors, 12U/Minors
Pitching ---- 40 feet
Bases ---- 60 feet
 - 2. 10U/Mini-Minors
Pitching ---- 35 feet
Bases ---- 60 feet
 - 3. 8U/Mini
Pitching ---- 30 feet
Bases ---- 60 feet

SECTION IV: PLAYING BALL

- A. Softball:
 - 1. High School, 14U/Majors and 12U/Minors
12" Worth Dream Seam

2. 10U/Mini-Minor
11" Worth RIF Level 1
3. 8U/Mini
10" Worth Soft Dot

SECTION V: PLAYERS AND SUBSTITUTIONS

A. Minimum play rule:

1. All eligible players must be listed on the team line-up card for each game that the team plays even when that player is absent. The line up card must show first/last name and each player's number. A copy of the line-up card must be given to the official scorekeeper and opposing manager.
Penalty: Forfeiture of game.
2. Each player must play defensively every other inning. Player cannot sit for two consecutive innings.
Penalty: Forfeiture of game. Second violation will result in manager suspension.
3. Minimum play rules does not apply to players who are injured, sick or ejected.

B. All players present at a game must bat in line-up rotation.

C. Players on the bench may only substitute in the middle of a defensive inning due to:

1. Injury, sickness or ejection
2. For the pitcher. The pitcher must then replace the player on the bench.

8U/Mini Division only (D-G):

- D. If ten (10) players can be fielded, a 4-person outfield must be used.
- E. The use of a rover between the outfield and infield by the 10th player is not allowed.
- F. When the umpire determines that a player is being used improperly, the game will be stopped and the girl not playing in the proper position will be moved to a correct placement.
- G. Outfielders must start each pitch on the grass.

SECTION VI: PITCHING

- A. **12U/Minors, 14U/Major and HS Divisions** Unlimited Pitching.
- B. **8U/Mini and 10U/Mini Minors** No pitcher shall pitch more than nine (9) outs in any single game.
Penalty: Forfeiture of game.

SECTION VII: BATTING

- A. No throwing of the bat will be permitted. The team will be given one team warning by the umpire.
- B. If any batter from the same team throws the bat again, the umpire will call the batter out, the runners will be returned to their bases and the ball will be declared dead.

- C. No designated hitter (DH) shall be used.
- D. If a player arrives after the game starts, player bats in the order of the line-up card.
- E. If a player leaves the game, no out will be recorded and the player may not reenter the game. Manager must report left player to scorekeeper and opposing Manager.
- F. All players must wear helmets, chinstrap and face guards NOCSAE-approved.

SECTION VIII: BASERUNNING

- A. No intentional removal of helmets by base runners without calling "time out" will be permitted.
Penalty: Runner is out.

8U/Mini Divisions only (B-D):

- B. Runner may not advance to second base on a walk.
- C. No stealing home.
- D. One stolen base per pitch.

SECTION IX: PROTESTS

- A. Protests must be filed in writing with the President of the League or the 1st VP within 24 hours of the conclusion of the game in question.
- B. Formal protests shall include all A.S.A. recommended information or no action will be taken.
- C. The 1st Vice President will appoint a committee to hear and settle protests.
- D. Notice of intent to protest must meet A.S.A. requirements.
- E. Set procedures, as developed by the Chief Umpire, will be provided to each committee member.
- F. Protests must be lodged with the umpire prior to the next legal or illegal pitch being thrown. There will be a protest form located at each park. The incident will be recorded on the protest form identifying specific facts relating and relevant to the protest. These will include, but are not limited to: players on base, the player at bat, the count at the moment the protest is made, and the exact time the incident occurred. If the protest occurs after the last pitch of the game is made, protest must be filed as above PRIOR to the umpire leaving the field. A notation must be made in the appropriate inning of the official score book that the protest has been made.
- G. There will be a \$50.00 fee required for a protest. This fee will be paid upon submission of protest to the league. If the protest is won, the fee will be returned. If the protest is lost, for whatever reason, the fee will not be returned.
- H. All protests must be decided before teams play their next game.

SECTION X: SAFETY

- A. No jewelry shall be worn on the field during practice or games. This includes all earrings.
- B. Players may not chew gum, eat candy, etc. during games and practices. No food will be allowed in dugout.

SECTION XI: THE GAME

- A. There can be a 10-minute grace period, to meet minimum player requirements, before beginning the game. The amount of time the game is delayed (up to 10 minutes) will be taken off of the official game time.
- B. The official start time of each game will be the time when the umpire says the game is beginning. The official start time will be recorded by the official scorekeeper.
- C. Managers and coaches will be required to keep the game moving as rapidly as possible. Under no circumstances will a manager be allowed to deliberately delay the game in order to affect the final score.
- D. No new inning will begin after 1 hour and 15 minutes. 12U/Minors, 14U/Majors & High School Division games **only** time 1 hour and 20 minutes drop dead. A new inning begins when the last out of the previous inning is recorded. Diamond Bar Girls' Softball rules call for 1 minute or 5 warm up pitches between innings. (There is no Mercy Rule. If a losing team is down by more than 10 runs a game may be stopped and forfeited only if agreed by the losing manager.)
- E. The last inning of a game is defined as the seventh inning or the visitor's half of an inning after the 1 hour and 15 minutes has been reached.
- F. If either team is ahead by more than the run cap allowed per inning at 1 hour and 15 minutes the inning is over and is considered a complete game. At drop dead time (12U, 14U & High School) if either team is ahead by more than the run cap that team is declared winner or if the home team is up at bat and ahead they are declared winner otherwise the game score will revert to the last complete inning.
- G. A game called by the umpire shall be considered complete if four (4) innings have been played. The game will count as a regulation game if called by the umpire because of weather or any other condition which makes further play impossible provided:
 - 1. Four (4) or more innings have been completed.
 - 2. The home team has scored more runs than the visiting team at the end of 3 1/2 innings or before completion of the home team 4th inning at bat.
 - 3. A tie game is a complete game.
- H. A team will start a game with no less than eight (8) players. If during the game, the team falls below eight (8) players, the team will forfeit.
- I. Each team will be allowed one (1) defensive time out per game, unless there is an injured player or question for the umpire.
- J. Each team will be allowed one (1) offensive time out per game. Each additional time out will result in an automatic out; unless there is an injured player or question for the umpire.

SECTION XII: PLAYOFFS/FALLBALL TOURNAMENT

- A. If played to be announced at a later date.

SECTION XIII: RULES CLARIFICATIONS

- A. Managers must notify the official scorekeeper of any changes before the inning starts; and will be allowed to correct before the defensive inning is over. If any change is not made before the defensive inning is over, the official score bookstands as recorded.

- B. The catcher and spectators cannot shout at the batter to swing. Only players on the field are allowed to "chatter" to the batter.
- C. Only managers are allowed to approach the umpire. If the team manager arrives late to a game, the acting manager must inform the umpire prior to allowing the manager to take over.
- D. Each team will have a minimum of two (2) trained scorekeepers prior to the beginning of the season.

12U/Minors, 14U/Majors and High School (E):

- E. There will be a 6 run score cap per inning. Hour 1 and 20 minutes drop dead. If either team is ahead by more than the run cap that team is declared winner or if the home team is up at bat and ahead they are declared winner otherwise the game score will revert to the last complete inning.

8U/Mini (F & G):

- F. No stealing home.
- G. One stolen base per pitch.

10U/Mini Minor (H & I):

- H. There will be a 6 run score cap per inning. If either team is ahead by more than the run cap allowed per inning after 1 hour and 15 minutes the inning is over and is considered a complete game.
- I. Third strike drop and home plate open are now in effect for 10U Division.

8U/Mini Divisions only (J-N):

- J. There will be a 4 run score cap per inning. If either team is ahead by more than the run cap allowed per inning after 1 hour and 15 minutes the inning is over and is considered a complete game.
- K. When a batter receives four (4) balls (regardless of how many strikes, except strike 3), a coach from the batting team shall pitch to the batter; the batter shall resume the previous strike count. The coach shall pitch from the pitching rubber, the pitcher shall stand behind or on either side of the coach within the pitching circle, but not forward of the pitching rubber. All coach pitches will be considered strikes unless fouled. No base runner will be allowed to advance on a coach pitch unless the ball is hit in play.
- L. No bunting on coach pitch.
- M. A base runner may steal only when the ball crosses the plate. If umpire declares runner left early, a team warning will be given and the runner must return to base. The second offense will result in the runner being out.
- N. If umpire declares player hit by pitch, dead ball is called, batter given three coach pitches.

SECTION XIV: SCOREKEEPING

- A. It is the responsibility of the scorekeeper from the home team to pick up the official score sheet in the wooden box in the equipment shed and to return the completed sheet after the game.
- B. It is the responsibility of the scorekeeper from the home team to have each manager and umpire sign the official sheet immediately after game completion. The scorekeeper must also sign the official score sheet.
- C. The scorekeeper from the home team must be in close contact and accessible to home plate. The scorekeeper may not be in the dugout.
Penalty: The Manager of the home team is responsible for the scorekeeper. Any violations of the above may result in suspension.

SECTION XV: INSTRUCTIONAL 6U DIVISION RULES:

- A. Not Applicable. No Instructional Division assembled during Fallball season.

Diamond Bar Girls' Softball

P.O. Box 4343

Diamond Bar, CA 91765

Hotline (909) 612-0417

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(www.DBGS.org)