

2007

10U

DCMCL Rules

Marysville rain out number: 937-642-8326
Delaware rain out number: 740-203-1450

The DCMCL League is committed to providing players with a positive learning experience. The rules are designed to aid this goal. However at times disagreements arise. In such an event, association representatives, or coaches may contact one of the following individuals to settle any disputes. Please call Greg Menssen at 740-747-2501, or Gary Butts at 740-595-3272. Rulings made by one or both of these individuals are final.

League will follow OHSAA/NFHS official fast pitch softball rules with the following exceptions:

- Rule 1. **Age Qualifications**
A. Age shall be as of January 1.
- Rule 2. **Playing Field**
A. Pitching and base path distances
- | | Pitching | Base path |
|--|----------|-----------|
| | 35 ft. | 60 ft. |
- B. Umpire is required: Shall not be a relative of a player. Umpire must be 13 years old or older.
- Rule 3. **Equipment**
A. Batting helmets with face guard and chin strap are mandatory.
B. Will use a 11" softball. Yellow in color.
C. Home team will provide (1) new and (1) good used ball for each home game.
- Rule 4. **Player Substitutions**

- A. Teams may borrow up to (3) players from a lower division. If an area does not have a lower division, they may borrow from another DCMCL lower division team.
- B. Borrowed players from a lower division must be on a DCMCL roster. Games may be played with 8 players, without penalty. Five of those players must be on the team roster. Example: With (7) roster players you may borrow (3) players from lower division to make a team of (10). With (5) roster players you may still only borrow (3) players to make a team of (8).
- C. No borrowed player will be permitted to play if a full line up of roster players are present and able to play.
- D. Must bat all available players open substitutions will apply. If a player gets injured or has to leave the game for any reason while using continues batting order, that player is then skipped in the batting order with no out taken. This player may also re-enter in a later inning

Rule 5. **Games**

- A.

Innings	Official Game
5	3
- B. 7 runs per inning limit
- C. Time limit of the game shall be determined based on field availability/scheduling. No less than 1.5 hours and no longer than 2.0 hours. Length of game should be determined at the time of scheduling
- D. A pitcher entering the game for the 1st time will be allowed (5) warm up pitches. A pitcher re-entering will be allowed (3) warm up pitches. If the pitcher hits 2 girls in a row or 3 girls in an inning she must be removed from the pitching position for the remainder of that inning or if she hits 4 batters in a game she must be removed from the pitching position for the remainder of the game.
- E. Pitchers may pitch a maximum of 3 innings per game (free substitution). Any pitches thrown will constitute an inning.
- F. No infield warm-up is permitted after the first inning.
- G. Play with (6) infielders and (4) outfielders.

Rule 6. **Official rosters**

- A. Official rosters must contain
 1. Team name, area, age division
 2. Coaches name, phone number
 3. Players name, DOB
- B. Players may only be on (1) DCMCL fast pitch roster.
- C. Rosters must be presented to the opposing coach at the 1st scheduled game with that team. Players may be added to a roster up to the 3rd game of the season by contacting the association representative. Final rosters must be presented to the tournament director prior to the 1st game of the tournament.
- D. Final rosters must contain a minimum of (8) players and a maximum of (20).

Rule 7. **Tournament**

- Tournament rules will be the same as league rules with the following exceptions.
- A. (1) sanctioned umpires are required for semi-final and championship games.
- B. Trophies of at least (7) inches tall shall be provided to the 1st place team/coach and trophies at least (5) inches tall, not to exceed the height of the 1st place trophy, shall be presented to the 2nd place team/coach.
- C. Tournament fees shall be determined by the hosting team and league representatives.
- D. Host team area representative or designee is to be present at all tournament games.

- E. In order to qualify for tournament play, a roster player must have participated in at least 50% of the DCMCL game schedule. Injury exceptions will be determined by the league representatives. Current season score books must be available upon request.
- F. All protests are to refer to OHSAA and DCMCL rules and are to be resolved immediately. Home plate umpire's decision is final.

Rule 8. A player may steal 2nd and 3rd base only. A player may only steal (1) base at a time. A runner may not advance, any additional bases, while attempting to steal, on an overthrow from the catcher. No player is permitted to steal while the coach is pitching. A batter hit while the coach is pitching will not be awarded first base.

Rule 9. A runner may advance (1) base only on an overthrow from a ball that is in play. Advance at your own risk. No additional bases will be granted on any additional overthrows per play.

Rule 10. The batter is out on a dropped 3rd strike. The ball is live and the runners on 1st and 2nd may advance at their own risk.

Rule 11. A batter cannot be walked. If a pitcher throws ball four, the offensive coach will throw a maximum of (3) pitches. The coach is considered an extension of the player pitching. Strike count will remain in effect. Example: The batter has one strike when the pitcher throws ball four. Coach takes the pitchers circle. If the batter swings at, or takes within the strike zone, two pitches and misses then the batter is out. If the third pitch is fouled off then the batter gets another pitch. An at bat cannot end on a foul. The umpire will remain in position. If a coach's pitch is within the strike zone a strike will be called on the batter. The coach must throw a flat pitch from the pitching rubber that is consistent in speed with the pitches thrown by the players in the league. Any illegal pitch from a coach will be called a no pitch, that pitch is not hittable by the batter. Each illegal pitch will count as one of the three pitches for each batter. When the coach comes in to pitch, the player pitcher must have both feet inside the 8 foot pitching circle. If the offensive coach is hit by, or inadvertently catches a batted ball, that ball will be called a foul ball.

Rule 12. No player may pitch if they are on a travel team roster.

Rule 13. The 4 outfielders must be in a normal playing position. Depending on the size of the field it can be defined as the edge of the grass or an approximation of 15 ft. beyond the base paths.