

Delaware County Rules for ALL levels 2018

1. The entry fee is \$5 per team paid to the president for making schedules and mailings
2. The roster must be turned in by March 30th. You may add to roster until April 30th.
3. Batters and runners are required to leave helmets on. If caught intentionally removing helmet the team will be warned once and following offense batter/runner will be called out.
4. Full catching gear is required to be worn by all catchers.
5. No bats are to be thrown. If thrown one warning will be giving next offense batter will be called out.
6. Hosting tournaments, please try to get schedule out at least one week in advance. Tournaments must follow league rules. No entry fee for tournaments.
7. Hosting tournament teams need to schedule field prep between games when doing schedules.
8. Tournaments will have a gate entry fee of \$3. 12 and under are free. No gate is to be taken on 1st round games of all tournaments other than league tournament.
9. Towns that have more than 2 or more teams in one division must split up teams evenly by grade and talent. You must have multiple teams in 2 out of 3 age groups that make another pod of teams for the town. Towns are limited 3 teams per age division. This is to help diluting the number of kids for other towns and also to allow tournaments to be done. 100% league agreement needs to happen for this rule to change.
10. All players must play in each game, league and tournaments, both offense and defense, unless for disciplinary or injury reasons. A child is not required to play if they are playing up and have already played a game at their own level. 100% league agreement needs happen for this rule to change.
11. Umpires decisions are FINAL. Umpires are to be at least 18 years of age and qualified.
12. Continuous batting order is allowed using free defensive substitution. Batting no more than 10 per inning. No batter is allowed to bat twice in one inning. OR 10 player lineup using legal substitution, starters may only re-enter once in the same batting order.
13. No steel spikes.
14. No infield fly.
15. No designated hitters.
16. Dudley yellow leather official softballs max 375lbs and max .47 cores are required. 11" for Pre-bantam and bantam, 12" for Juniors.
17. Pitching machine cord must be buried; legs should be consistent height for each town.
18. All Batting helmets are required to have faceguard's attached.
19. Cancelled games must be called 24 hours prior to scheduled time. Games cancelled due to weather, the decision should be made 90 minutes prior to game time if possible.
20. Home team is to furnish umpires and game balls.
21. Official book must be kept at all tournaments games and by hosting town. Bookkeeper has to be at least 15 years of age and qualified.
22. In case of rain, all games must be played out. They will be played out from exact point where game was interrupted. These games must be played out or made up at the agreement of both teams coaches.
23. All teams and coaches are required to practice good sportsmanship. Cheering from dugout is allowed. At any time if opposing team feels they cannot hear direction the cheering team will be asked to lower their voices. Good sportsmanship need to be stressed by all coaches and players.

24. All teams are required to play in each tournament.
25. During league tournament the higher seed has choice of being home or away. All other tournament games home or away is determined by a coin flip.
26. Players can choose to play for whatever town they would like. There are no boundaries in place limiting where they can play. However, each town can set limitations/rules on who they accept. 100% league agreement needs happen for this rule to change.
27. First round games of all tournaments other than league tournament will be played at different locations than hosting team town.
28. Cancelled or postponed games. Agreement on makeup date has to take place within 2 weeks of event. In event agreement cannot be made a date, time and location will be set by President/Vice President and team who cannot make it will be considered a forfeit.
29. Any rules not listed should follow high school softball rules.
30. Any other questions should be directed to president or vice president to be straightened out.

Junior Rules 2018 (5th and 6th grade)

1. We are to follow high school rules with exceptions below.
2. Stealing is allowed, runner is given one base on an overthrow and home base is open.
3. Bunting is allowed, if batter squares to bunt she must bunt. If she pulls back and swings she will be called out.
4. Pitchers are only allowed to pitch three innings a game.
5. If pitcher hits 3 batters she is no longer allowed to pitch in that game.
6. Pitching distance is 40 feet.
7. Pitchers must start with both feet on the rubber and pivot foot must push off from pitching rubber. Pivot foot may remain in contact or push off and drag away from pitching rubber prior to front foot touching ground, as long as pivot foot remains in contact with ground.
8. 5 pitches between innings.
9. Batter hit by pitch will get base unless no attempt to move was made (ump discretion).
10. Game is 5 innings. Unless run rule (15 after 3 and 10 after 4) or time limit is reached. First inning after 1 hour and 5 min is reached will be deemed last inning.
11. 3 outs or 5 innings each inning, exception is last inning.
12. Last inning has no run limit (3 outs are required).
13. Catcher is allowed courtesy runner (person who made last out) if there is two outs and she is on base.
14. When the ball that is in play is thrown back to the pitcher and she is within the 20-foot diameter chalked circle and in possession of the ball, runners must return to or remain on base they are closest to. If base runner is over halfway to next base, they may continue onto that next base.
15. No delay steal.
16. Runners may advance one base on an overthrow, except on the throw from pitcher to catcher- at the risk of being put out.
17. You may lead off after ball crosses home plate.
18. Rover must play in the outfield. All outfielders (and rover) must play in grass.
19. Runners must slide on **CLOSE (ump discretion)**. As result of not sliding runner will be called out. No warnings.
20. On dropped 3rd strike, batter may attempt to take 1st base with possibility of being thrown or tagged out. Batter is not declared out until removing helmet or entering dugout. **If attempt is made to throw batter out. First basemen will use orange side of bag and runner the white side of the base.**
21. During tournaments international tie rule is applied to all extra-innings games. The last completed batted batter will start at 2nd base with no outs.

Bantam Rules 2018 (3rd and 4th grade)

1. Game is to be played in 4 innings or approximately 1 hour and 15 mins. .
2. Maximum of 10 players are allowed to play defense. Maximum of 10 are allowed to bat in one inning. No batter is allowed to bat more than once an inning. If you have less than 10 that is what you bat.
3. Home team is required to provide a pitching machine. A coach or parent from batting team will pitch to own players. Each child will get 5 pitched balls.
4. Pitching machine is to be 34 ft. feet from back of home plate to the CENTER of the pitching machine.
5. Pitching machine is to be set at approximately 35 miles per hour.
6. No pitching machine adjustments can be made until a full inning is completed unless agreed upon by both teams
7. Last batter; inning will end when ball is caught in the air (pop fly or line drive), when a FORCED out is made, or when defensive catcher or pitcher has ball and steps on home plate. When stepping on home plate out is used runners crossing plate prior to out will count.
8. Any ball that comes off bat that comes in contact with machine lands on or under machine should be considered a dead ball and the player receives the ball back to re-hit.
9. Runner cannot leave base until ball crosses home plate. Runners caught leaving early a team warning will be issued. Any following offenses runner will be called out.
10. Rover position are required to be behind baseline.
11. Outfielders are required to be in grass.
12. Players are required to slide on any **CLOSE (determined by ump)** plays. As a result of not sliding runner will be called out. **NO WARNINGS!**
13. Only 2 bunts are allowed per inning. If player squares to bunt and pulls back she will be called out.
14. No stealing.
15. Courtesy runner (player who made last out) is allowed is catcher is on base and last batter is up.
16. One base on an over throw. If play is made on them they may advance.
17. 20-foot diameter circle is to be chalked with the middle of the circle being 38 ft from home plate.
18. Hosting tournament towns are required to provide a 1st and 2nd place trophy.
19. Pitchers must stay behind pitching machine until after the ball is put into play.
20. 3 ft lines will be chalked at midpoint between each base. If player over half way make they may continue to next base. Ball must be controlled in circle NOT the person feeding machine in order for play to stop.
21. Any ball that comes off the bat and hits the machine or lands under the machine is deemed a dead ball and batter will get that ball back to hit.
22. **In event ball hits machine by either deflection or being thrown ball is considered live.**
23. **In event where dead ball (ball lands under machine) occurs that isn't off the bat (deflection or thrown) the batter/runners are given ONE extra base.**

24. Last batter where ball is deemed unplayable (ie: thrown into dugout or over fence) batter/and runners will be given ONE extra base from the time the ball is considered unplayable.

Pre Bantam Rules 2018 (1st and 2nd grade)

1. Maximum of 10 girls can bat and play defense per inning. No batter can bat more than once on inning.
2. Game time 5:30 (this can be changed to later time if 2 or less games are played on diamond)
3. Game is to be played in 3 innings or 1 hour. Coaches are encouraged to keep games going and on time as will effect next 2 game start and end time.
4. Helmets are required for all runners and batters and to remain on while on field. If runner or batter is caught intentionally taken off helmet. The team will be issued a warning. Following offenses runner/batter will be called out.
5. Bat are no to be thrown. When a bat is thrown first offense will be a warning. Following offenses batter will be called out.
6. Catchers are required to wear FULL catching gear.
7. 11' game ball is to be used (see general rules).
8. 2 base maximum; exception is last batter.
9. Last batter; inning will end when ball is caught in the air (pop fly or line drive), when a FORCED out is made, or when defensive catcher or pitcher has ball and steps on home plate. When stepping on home plate out is used runners crossing plate prior to out will count.
10. Runner cannot leave base until ball crosses home plate. Runners caught leaving early will be issued a warning. Any following offense runner will be called out.
11. Two coaches are allowed on field during defense. One behind second base and one behind short stop. Coaches are to instruct only. Coaching are not allowed to touch or field ball.
12. Outfield and rover positions are to be set up behind baseline.
13. Coaches please encourage players to slide on any close plays. However, failure in sliding will not result in out at this level.
14. One base on an over throw. If play is made on them they may advance.
15. 20-foot diameter circle is to be chalked with the middle of the circle being 38 ft from home plate.
16. Hosting tournament towns are required to provide a 1st and 2nd place trophy.
17. During league tournaments a ribbon or metal is required for any players not receiving a trophy.
18. Pitchers must stay behind pitching machine until after the ball is put into play.
19. 3 ft lines will be chalked at midpoint between each base. If player over half way make they may continue to next base. If attempt is made to throw back to pitcher or person feeding machine player must go back to base they are closest to.
20. Any ball that comes off the bat and hits the machine or lands under the machine is deemed a dead ball and batter will get that ball back to hit.
21. **In event ball hits machine by either deflection or being thrown ball is considered live.**
22. **In event where dead ball (ball lands under machine) occurs that isn't off the bat (deflection or thrown) the batter/runners are given ONE extra base.**

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