

**GIRLS SOFTBALL**  
**COMMON RULES**

All coaches and leagues must try to get rule interpretations and problems solved by their state and national officers before contacting the Commissioner's office.

- *When a rule is not covered in these sections refer to the National High School Federation rules.*

**1:00 THE PLAYING FIELD**

These rules are mandatory for tournament play only.

- 1:01** First and third base shall be sixty (60) feet from the point of home plate.
- 1:02** The distance from the point of home plate to second base and from first to third base shall be eighty-four (84) feet ten (10) inches.
- 1:03** Batter's boxes will be drawn three (3) feet wide and seven (7) feet long and positioned six (6) inches from the plate.
  - There should be four (4) feet in front and three (3) feet in back of the middle of home plate.
- 1:04** A circle 16 feet in diameter shall be drawn with its center at the midpoint of the front edge of the pitcher's plate.

**2:00 EQUIPMENT**

- 2:01** Every player on a team must wear a uniform identical in color and style.
  - The sleeves or straps of a uniform's top can be adjusted with or without tie-ups, as long as uniform numbers remain visible.
  - If shorts are worn, sliding pants that are a solid color are allowed.
  - If more than one player wears sliding pants, they must be alike in color and style.

- Solid-colored undershirts, including white, are allowed to be worn underneath the uniform.
  - If more than one player wears an undershirt, they must all be alike.
  - The Dizzy Dean patch must be attached in a manner not to appear temporary and be located in the same place on all jerseys (either sleeve or breast pocket).
  - Coaches must wear a Dizzy Dean patch in all tournaments.
  - No other organization's patches may be worn on a Dizzy Dean tournament team's uniform.
  - In all district, state and World Series tournaments, coaches must wear a full softball uniform that matches and coordinates with their teams uniform as close as possible or wear solid colored shorts (slacks are acceptable however, all coaches must be dressed the same) with a matching coordinating team shirt or coordinating collared shirt.
  - Coaches shirts to be tucked in at all times.
    - a) Shorts must be cotton, button front with zipper and front pockets, 7" minimum in-seam with a maximum in-seam of 9". In all cases, the shorts cannot extend below the knees.
    - b) Cargo shorts, Polyester shorts, Gym shorts or other shorts of any kind will NOT be allowed.
      - Coaches must wear either tennis shoes or coaches' shoes.
      - *NOTE: All coaches must be dressed the same.*
      - *PENALTY: Violators will not be allowed to participate.*
      - *NOTE: All umpires must be in full uniform for tournament play (No shorts allowed).*
- 2:02** A NOCSAE certified protective helmet with full ear flaps will be worn by all batters, base runners and catchers (*coaches are not required to wear a helmet*).
- A player refusing to wear a helmet, after being warned to do so by the umpire, will not be allowed to continue as a player in the game and shall be replaced by a substitute. The substitute will assume the ball and strike count if the player was a batter, or will take her position on the base she occupied if she was a base runner.

- A catcher must wear a chest protector, shin-guards, NOCSAE certified helmet, mask and throat protector.
  - Shin guards MUST have knee and metatarsal protection (soccer style shin guards are NOT acceptable).
- 2:03** Tennis shoes or softball shoes with rubberized cleats may be worn. No metal cleats shall be allowed (Coaches, players and umpires).
- 2:04** Players not in full uniform shall not be allowed to play in the game.
- 2:05** All uniforms must be the same color for tournament play.
- 2:06** A number must appear on the back of the uniform shirt to assist the official scorer and spectators in identifying players (Numbers not required on coaches shirts).
- 2:07** The bat shall be a regulation softball bat with 1:20 BPF stamp (not baseball) (unaltered) (No T-ball or Coach Pitch Bats).
- 2:08** A leather mitt may be used by the first baseman and the catcher only.
- 2:09** Any player warming up a pitcher must wear a mask while in the down or crouch position.
- 2:10** A Dizzy Dean approved softball signed by the Commissioner should be used in all levels of play and must be used in all tournament play (District, State, and World Series).
- 2:11** All casts, splints, and braces must be padded. Any player equipment judged by the umpire to be unreasonably dangerous is illegal and cannot be worn.
- 2:12** All jewelry, not just exposed, is prohibited.

### 3:00 RE-ENTRY SUBSTITUTION

- 3:01** Dizzy Dean Softball is played under re-entry substitution in all local league and tournament play.
- a) Any starting player (pitcher included) may be removed from the game by being replaced legally with a substitute, and then returned to the lineup one time; however, she must be inserted in the same position in the batting order that she possessed at the start of the game. The starting player may return to the lineup at any time, on offense or defense. This includes all games.
  - b) Once the substitute has been removed from the game she cannot return. She can make only one appearance in the game. *EXCEPTION: See rule 3:03*
- 3:02** A batter removed from the game because of too many appearances on the field by the manager in one inning cannot return to the game until the half inning of play has been completed.
- Should this batter be a substitute player, she cannot return to the game at all, because a substitute can only make one appearance. *EXCEPTION: See rule 3:03*
- 3:03** If a manager has used all of his/her eligible players and a player is ejected, injured, or becomes ill the game will not be forfeited.
- In the case of an injured, sick, or ejected player the **OPPOSING MANAGER** must select as a replacement, one of the players on the bench that has already been in the game.
  - An ejected or injured player cannot return to the game.
  - In the event a team has less than nine (9) players (ten (10) players from Farm, Minor, and Freshmen Leagues) eligible to play because of injured, sick or ejected player; the game will be forfeited.
  - **WARNING: DO NOT VIOLATE ANY PITCHING RULE.**
- 3:04** Under the re-entry substitution rule, a pitcher may be replaced on the mound during any part of the game, and return to the mound **ONE TIME**.

- *EXAMPLE: She may pitch four (4) innings and be replaced with a substitute and then return to the mound in the sixth inning as a pitcher. See Rule 3:01*

In an effort to allow the opportunity for more playing time, we as a national Board have decided to permit managers to bat the entire lineup with free substitution on defense. The batting order at the start of the game cannot change and this should be decided before lineup cards are turned in to the official scorekeeper.

If due to injuries or illness in (FARM LEAGUE) a team will be permitted to play with only (9) nine players on defense. When the 10<sup>th</sup> player comes to bat an OUT will be recorded. Teams must show up at State Tournament and World Series with (10) ten or more players. If a team drops below (9) nine players the game will be declared a forfeit.

If due to injuries or illness in (MINORS & ABOVE) a team will be permitted to play with only (8) eight players on defense. When the 9<sup>th</sup> player comes to bat an OUT will be recorded. Teams must show up at State Tournament and World Series with (9) nine or more players. If a team drops below (8) eight players the game will be declared a forfeit.

#### 4:00 MANAGER AND COACHES

- 4:01 Each team may have a manager and three (3) coaches.
- 4:02 Two adults may coach the bases if they choose to do so.
- 4:03 With the exception of the base coaches, all players, managers, etc. must remain in the dugout throughout the game.
- 4:04 Any manager or coach who calls time and goes onto the playing field more than one (1) time in one inning (not game) per pitcher to talk to a player or players, will be required to remove the current pitcher from the mound.
  - Under the re-entry substitution rule, the pitcher may return to the mound after the side has been retired, if eligible.

**4:05** Any manager or coach going onto the playing field to talk to the same batter (or batter going to the dugout or bench to talk to the manager or coach) more than one (1) time per batter or more than three (3) times per inning (not batter) will be required to remove the current batter from the game and make a substitution in the line-up.

- *NOTE: the only exception to Rule 4:04 and 4:05 is in the case of injury or if the time-out is called by the opposing team or umpire.*

**4:06** Only registered players or adult coaches and managers of the team are permitted on the coaching lines.

- The adult manager or coaches whether or not they are on the coaching lines, may moderately dispute any decision or may discuss any point with the umpires to the extent allowed by the rules, but if he/she at any time makes any derogatory remarks or undue criticism about or to the opposing players or umpire, he/she shall immediately be ejected from the game.

**4:07** A manager or player that is ejected must sit out the remainder of the current game and the entire next game.

- That player or coach becomes an illegal participant until they have set out their required time.

**4:08** The manager is responsible for the conduct of all the teams, coaches, players and fans.

- This includes the baiting or heckling of umpires and opposing players from the bench.
- *PENALTY: Managers, coaches and fans may be removed by umpires or game forfeited (umpire's judgment).*

## 5:00 REGULATION GAMES

**5:01** In league play, it is a regulation game if it is called by the umpire due to darkness, rain or other cause which in the umpire's judgment interfered with further play, provided that:

- a) four (4) or more innings have been played or,
- b) three and one half (3 ½) innings shall constitute a legal game if the home team is ahead at the end of the half (1/2) inning, or before the end of the fourth (4<sup>th</sup>) inning if the home team is ahead.
  - In the event of a partial inning beyond 4 innings, if the visiting team has not completed batting or the visiting team is ahead, you would revert back to the last completed inning
  - If one-half inning is completed and home team is ahead the game is ended at that point with the home team winning.

**5:02** In the event that a game is halted before completion of three and one half (3 ½) or four innings as outlined in rule 5:01 due to rain, darkness, protest, tie or any other cause, it must be resumed from the point of termination when the game is rescheduled by league officials with as nearly the same lineup as possible. (League play only).

- *WARNING: DO NOT VIOLATE ANY PITCHING RULE.*

**5:03** Any game that involves a time limit, time will start on the first pitch to the batter.

### 6:00 PITCHING RULES

- 6:01** Windmill pitchers shall be governed by high school federation rules.
- 6:02** The pitcher may take the ball behind the back on the backswing of the pitching delivery.
- 6:03** The pitcher may use a windmill or slingshot type pitch or make a complete revolution in the delivery.
- 6:04** The pitch must not make any motion to pitch without immediately delivering the ball to the batter.
- 6:05** The pitcher must not use a pitching motion in which, after having the ball in both hands in the pitching position, the pitcher removes one hand from the ball and returns the ball to both hands in front of the body.

- 6:06** The pitcher must not make a stop or reversal of the forward motion after separating the hands.
- 6:07** The pitcher must not make two revolutions of the arm on the windmill pitch.
- A pitcher may drop the arm down to the side and to the rear (no higher than shoulder high) before starting the windmill motion provided that she does not make two complete revolutions.
- 6:08** The delivery must be an underhanded motion with the hand below the hip and the pitchers palm pointing downward.
- 6:09** The release of the ball must be on the first forward swing of the pitching arm past the hip. The release must have a complete, smooth follow-through with no abrupt stop of the arm near the hip.
- 6:10** The pitcher must not make another revolution after releasing the ball.
- 6:11** Any pitcher playing in the same ball game may return to the mound one (1) time.
- If a game is delayed for any reason, she may be allowed to continue.
  - *WARNING: DO NOT VIOLATE ANY PITCHING RULE OR RE-ENTRY RULE*
- 6:12** In local league and tournament play a pitcher may not pitch in more than three (3) games in a day (Minor, Freshman League Only).
- *NOTE: There are no pitching limitations in the Sophomore, Junior and Senior Leagues.*
- 6:13** The strike shall be the area between the players knees and armpits. A called strike in the judgment of the umpire is final and no protest will be allowed.
- 6:14** If the pitcher desires to walk a batter intentionally, all pitches must be legally delivered to the batter.
- *NOTE: A pitchout for the purpose of intentionally walking a batter is not considered an illegal pitch.*



- Rolling the ball will not be permitted after one warning; the pitcher will be replaced, and cannot return as a pitcher in that game.

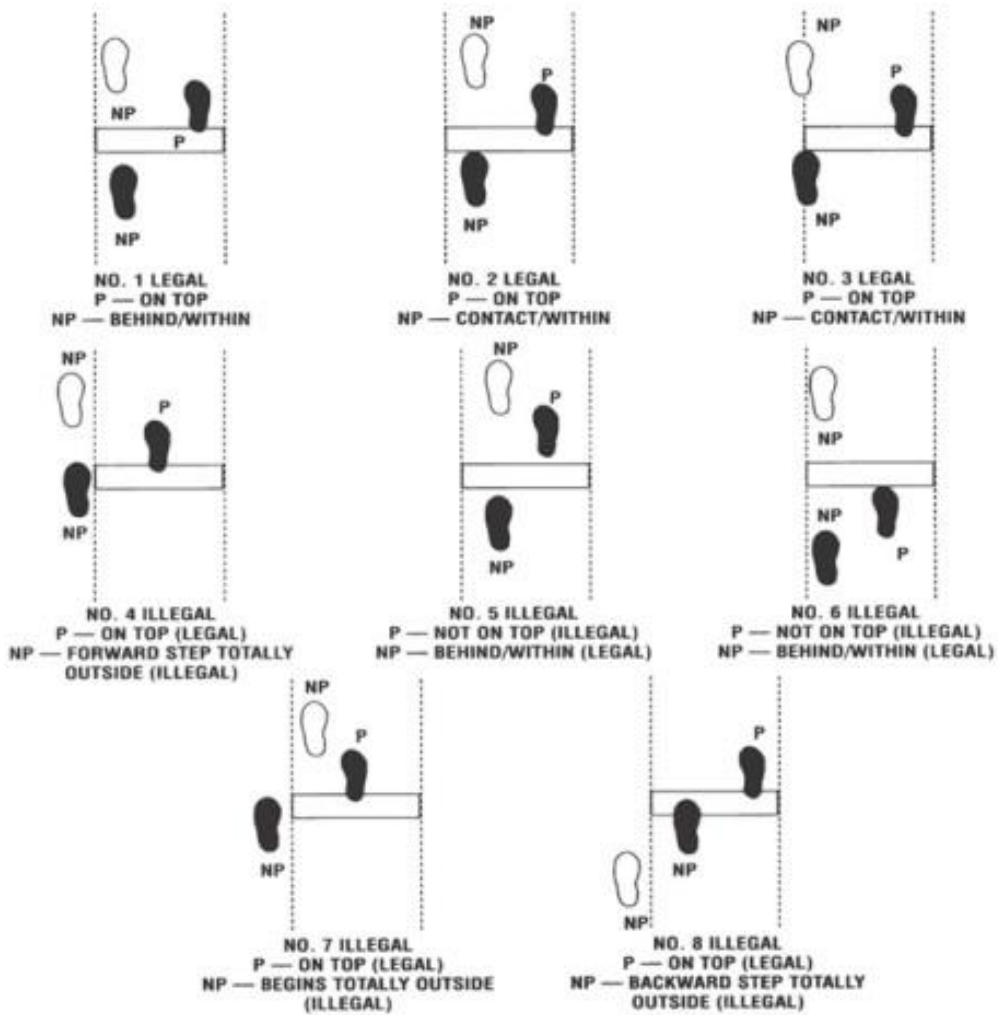
**6:15** Pitching distances from the point of home plate to the front of the pitching rubber, shall be governed by National High School Federation Rules ( with age specific modifications).

Currently, measurements are as follows:

- Farm League (ages 5-8) – 46 feet.
- Minor League (ages 9-10) 35 feet.
- Freshman (ages 11-12) 40 feet.
- Sophomore, Juniors, and Seniors (ages 13-18) – 43 feet.

**6:16** When a pitcher is turned in on a line-up card (or any new pitcher who toes the rubber and throws a warm up pitch to begin a new inning), she is the pitcher of record and shall pitch to the batter then at bat, or any substitute batter, until such batter is put out or reaches first base before she can be replaced or substituted and she will be charged with having pitched in the game (unless the new pitcher becomes injured or ill, during warm-ups, and she will not be charged with any innings pitched). *Refer to Common Rule 3:04*

- *NOTE: Once an illegal pitcher toes the rubber and throws a warm-up pitch and the opposing manager protests, the game is forfeited at that point.*



P = PIVOT

NP= NON-PIVOT

STARTING POSITION = BLACK

FINISHING POSITION = WHITE

### 7:00 FORFEITURE AND PROTESTS

- 7:01** Should questions arise as to the interpretation of the playing rules, only the manager/head coach may appeal.
- 7:02** A team failing to field at least nine (9) uniformed players ( 10 players for Farm, Minor and Freshman Leagues) within fifteen minutes after the scheduled

game time shall forfeit the game. A forfeit shall count in the league standings. Teams dropping out of the league will have the results of their previous games discarded (*League play only – See Tournament Section for tournament rules*).

- 7:03** A team that does not complete its schedule will not be allowed to put a player on the all-star team.
- 7:04** Playing illegal players or pitchers will result in forfeiture of games in which players or pitchers participate if protested by the opposing manager or coach.
- Should both teams use illegal players or pitchers both teams will be credited with a loss.
  - A youth that is not an approved player on the playing roster is an illegal player.
  - If a player belongs to another Dizzy Dean team or league and participates in a game in your league, she is illegal.
  - A pitcher who has exceeded her allotted number of innings is illegal and the game will be forfeited if protested.
  - a) If a manager or coach knowingly plays a player that is illegal after being told to stop by the local league, District Director, State Director or a National Director in that state, and continues playing that illegal player, that team and/or organization shall lose their franchise.
  - You cannot back up into the tournament bracket past the last game played.
  - In tournament play, only the last game played will be affected by forfeiture of the game.
- 7:05** An ineligible player is one who is legally a member of the team but who is ineligible to play or pitch in a particular game or games because of an infraction of the rules, or because of a previous violation or disciplinary action.
- It is the duty of the manager to keep a record of his/her players and pitchers.
- 7:06** The playing of an ineligible substitute in local league play will result in a protest if protested by the manager of the opposing team before the completion of the game.

- The penalty for the playing of an ineligible substitute will result in the replaying of the game from the point of the infraction if the protesting manager's team loses.
- 7:07** A protest which involves an umpire's judgement may not be made.
- The only legal protest is one in which a violation of playing rules has occurred or the use of an illegal or ineligible player.
- 7:08** The protesting manager on a play situation must immediately notify the umpire that the game is being played under protest.
- Failure of the umpire to make this announcement shall not affect the validity of the protest.
  - In local league play, a protest based on a play situation shall be considered only if it is placed in writing and submitted to the league president within forty-eight (48) hours.
    - A fee (the amount to be determined by the local league) must accompany each protest.
    - This fee will be returned if the committee rules in favor of the protesting party.
    - The president shall appoint a committee of three (3) impartial managers or coaches from another league, if possible, to act as the protest committee.
- 7:09** Protest that are made in local and State tournament play must be made to the umpire in chief (on the field) who will in turn refer the protest to the tournament director.
- When a Dizzy Dean State or National Director is not the "on-site" tournament director, the tournament director and umpire in chief (on the field) will then call the other members of the protest committee.
  - The protest committee shall consist of three (3) members as follows:
    - a) Umpire in chief (or alternate umpire on the field if the umpire in chief made the call in question)
    - b) The District Director, the State Director, or the National Commissioner or one person appointed by such at their respective tournament.

- c) A third member associated with Dizzy Dean Baseball, Inc. but not connected with either team, this member to be appointed by “b” above or his/her representative.
  - All other provisions of protest in tournament play to remain the same.
  - The World Series protest committee shall consist of the National Director placed in charge of the World Series tournament (tournament director) or person(s) appointed by such or the National Commissioner
- 7:10** Tournament protests may be made only on a misinterpretation of a rule and ineligibility of a player or players (*There is no protest fee in tournament play*)
- A protest based on the misinterpretation of a rule must be made before the next legal pitch.
  - All other protests including ineligibility or legality of a player or players must be made before the team leaves the playing field.
  - Protest must be made to the umpire in chief.
  - The protest committee after hearing the protesting manager and the manager of the opposing team shall make a decision and that decision will be final. There will be no appeal.
- 7:11** Rained out or otherwise postponed regularly scheduled league games should be played within seven (7) days, called by the league president.
- Failure to comply will result in forfeiture of the game by the home team; or they may appeal to the league president, who will then reschedule to suit the convenience of both teams.
- 7:12** In local league play only, a team may file a protest on grounds of ineligibility of a player or pitcher within forty-eight (48) hours after the completion of the game.
- NOTE: *Only the game or games protested will be considered, and all protest of this nature must be made in writing within forty-eight (48) hours.*
- 7:13** Any team manager or their adult leader who withdraws a softball team from the playing field under any circumstances, prior to the official completion of the game, or forfeits a game, shall forfeit all rights to protest as described in this section.

- They shall also forfeit this game by a score of 6 to 0 if 12 and under and 7 to 0 if 13 and up.
  - If a team concedes a game before its completion, the score at that time will be the recorded score and stand as is, or with a minimum score of 7-0 or 6-0 depending on the age group involved.
  - This with the consent of the tournament director.
  - The pitcher will be charged with all innings actually pitched.
- 7:14** Any player playing for more than one Dizzy Dean franchised organization will be declared illegal for tournament play.
- 7:15** No tournament game may be forfeited unless by a District, State or National Director (*In all cases, a National Director or National Commissioner must be notified*).
- 7:16** An appeal will be handled in this manner.
- The manager will make her appeal to the plate umpire who will consult the base umpire.
  - The manager must identify the correct player by name or number and also the correct base involved in the play.
  - No second chance if she names the wrong player or base.

### 8:00 SCHEDULES

- 8:01** A league is required to play a minimum of a twelve (12) game Dizzy Dean schedule against Dizzy Dean franchised teams to qualify an all-star team for tournament play.
- 8:02** Leagues are encouraged to play an eighteen (18) game schedule against Dizzy Dean franchised teams, exclusive of exhibition and practice games, when possible.
- 8:30** A team may play a double header, but each game should be six (6) innings in length. (Sophomore, Junior & Senior should be seven (7) innings in length).

- 8:04** Under no conditions can league officials set up a schedule of games which would require a team to play more than four games in a day.
- 8:05** Exhibition and practice games are permitted, but all pitching rules must be followed.
- 8:06** Leagues may play an interlocking schedule.
- 8:07** Leagues should play at least two scheduled games a week.
- 8:08** Teams that are different congressional districts may play in the same league or with another state if necessary.
- Players playing in adjoining state must apply for a release on a boundary release form and be approved by both states (*See National or State Director for clarification*).
  - *The boundary release form must be signed by a National Director from each state.*

### 9:00 SPECIAL RULES

- 9:01** No spectator shall be allowed on the playing field during the playing of any game. In the event that spectators swam on the playing field during the playing of any game, the umpire in chief will request that the field be cleared by both managers within five (5) minutes under penalty of having the game forfeited.
- 9:02** No adult will be allowed on the playing field of any game without the consent of the umpires; and no person except the officially registered players of the team, the manager and the coaches will be allowed on the bench or in the dugout during the playing of any contest.
- 9:03** At least two (2) umpires shall be furnished for each game. You may use more if they are available. All officials for District, State and World Series play must be at least 19 years old unless approved by the National State Executive Board.

- 9:04** A softball player, manager, coach, umpire or game official will not be allowed to use tobacco products, alcohol or profanity during the ballgame.
- If in the opinion of the umpires, a player or manager or coach or scorekeeper, conducts them self in an unsportsmanlike manner or commits any act which may maim or injure an opposing player, if deemed deliberate, shall be ejected from the game.
  - A manager, coach or player that ejected may not return to the game and must leave the dugout or bench for that game and the following game.
  - When a manager, coach or player is ejected, he/she must sit out that game and the next scheduled game.
  - The Tournament Director shall have the authority to remove any manager, coach or player for the remainder of the tournament for any flagrant unsportsmanlike conduct.
- 9:05** No manage, player substitute or coach shall at any time, whether from the bench, the coach's box or on the playing field or elsewhere:
- a) Incite or try to incite by word or sign a demonstration by spectators.
  - b) Use language, which will in any manner, refer to or reflect upon opposing player's name, number or position, oe an umpire or any spectator.
  - c) Call "time" or employ any word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit a balk.
- 9:06** In league play all ground rules must be given on paper to the visiting manager and coach.
- Only those rules will be honored.
  - You cannot make up ground rules as the game progresses.
  - These ground rules must be filed with the league president before the schedule begins.
- 9:07** In tournament play all ground rules will be covered between coaches and umpires before each game.



- 9:08** The home club must have their pitcher warmed up and ready to pitch after eight (8) warm up pitches or two (2) minutes immediately after the umpire notifies the teams to play ball.
- 9:09** Any runner is out when she does not slide or attempt to avoid the fielder who has the ball in the proximity of the base and is waiting to make the tag, or if she maliciously runs into the fielder.
- **Leaping/jumping over an upright player is an out.**
- 9:10** A courtesy runner s allowed for the catcher only ( All Age Groups)
- The courtesy runner shall be any player who is not currently in the game.
  - Use of a courtesy runner does not burn the substitute.
  - **Warning: Do Not Violate the re-entry Substitution rule (see 3:01).**
    - If no substitutes are available, the last batted out is to be used as the courtesy runner.
    - If there is no substitute or last batted out, the courtesy runner option cannot be used until the above listed criteria can be met.
- 9:11** No artificial noisemakers allowed. *Penalty: Offender will be removed after one (1) warning.*
- 9:12** Any player, manager or coach ejected from the game must sit out the remainder of that game and the next scheduled game.
- 9:13** The host team will furnish trophies for all State and World Series Tournament:
- a) A first place individual trophy being a minimum of 8" tall.
  - b) A second place individual trophy being a minimum of 6" tall
  - c) A third place individual trophy or medallion
  - d) A sportsmanship trophy must be awarded.
- It is recommended that a first, second and third place team trophy be furnished.
- 9:14** All members of an all-star team, eight (8) and under will receive a trophy or certificate for State and World Series Tournament.

### 10:00 TEAMS

- 10:01** Each team shall consist of a maximum of eighteen (18) uniformed players.
- 10:02** Once a player is on a team roster she is not allowed to transfer from team to team, league to league, or district to district, without a written release from the league president, and the approval of the Sate Director and the National State Executive Board.
- 10:03** Teams that are now operating under another organizational name that come into the Dizzy Dean Softball program shall be allowed to retain their eligible players who were on the team roster the year before. The only change you have to make to convert the team into Dizzy Dean Softball is to make application for a franchise and be approved by the National State Executive Board or National Commissioner.

### 11:00 ALL-STAR TEAMS

- 11:01** A play must be a member of a franchised Dizzy Dean Softball team and participate in at east one-half of the teams scheduled games to be eligible for the all-star team.
- Violation of this rule will make such all-star ineligible.
  - *Exception: A player injured in play after becoming a member of the all-star team can be replaced provided it is agreeable with all managers involved in the selection of the team and approved by the National State Executive Board.*
- 11:02** Each team should have at least one player on the all-star team. It is recommended that the winning manager of the league manage the all-star team and choose his/her coaches and remaining players he/she desires to fill out his/her roster.
- 11:03** Eighteen (18) players ages 5 and up are allowed.

- Once a player has been named to the all-star team, she cannot be replaced unless she becomes sick, injured or moves away.
- Replacement players will be allowed between tournaments to fill roster to original number of players using criteria as set forth in the rule book for player selection.
- National State Executive Board or National Commissioner must approve all replacement players.
- No player can be chosen as a bat girl.

**11:04** Nine team leagues shall designate at the beginning of the season how their teams will be grouped and for all-star selections.

**11:05** A league with fewer than eight teams can have one (1) all-star team.

- Leagues with more than eight teams must have two (2) or more all-star teams.

**11:06** Leagues of less than four (4) teams that have been approved by the state director may select an all-star team.

**11:07** A league may enter an all-star team or league winner in tournament play.

**11:08** No player may be selected for more than one Dizzy Dean Softball tournament team.

**11:09** A player cannot participate in another tournament after the Dizzy Dean District, State or World Series Tournaments starts, until her team has completed their eligibility in that tournament (*tournament starts the first pitch of game 1 in District, State, or World Series tournaments*).

- A player must be available to play on each day of the tournament unless approved by the tournament director (if National Tournament) or the National State Executive Board (if a District or State Tournament) and may not participate under any circumstance in another organization's tournament.

**11:10** Any player who plays on a pick-up or tournament team before league play ends must not miss any league games or they will not be eligible for all-star/tournament team play.

**11:11** Requirements: Teams participating in a Dizzy Dean World Series

- a) Proof of Birth.
- b) Proof of Insurance.
- c) A Medical Release Form.
- d) Team Photo: All names written on back of the photo.  
*Identify each person as they appear on the front from left to right.*
- e) Scorebooks from the State Tournament.
- f) Your Tournament Team Roster (*properly signed and notarized*).
- g) Your World Series entry form (*properly signed*).

**11:12** Teams who do not field enough players for a tournament game will be ruled as abandoning the tournament and shall no longer be eligible for additional tournaments.

- If you drop out of the District Tournament play, you will be ineligible for State or World Series play.
- If you drop out of State Tournament play, you will not be eligible for World Series play.
- This includes pool play.
- You must complete every tournament game you enter.
  - *See Common Rule 7:13, Refer to Common Rule 7:15*
  - *NOTE: Names on the tournament and World Series rosters must be the same as they are on the proof of birth.*

**11:13** Once a player is named to the tournament team/all-star team she cannot be replaced once a tournament starts unless she becomes sick, injured or moves away.

- A player who simply quits the team cannot be replaced.
- Replacement players will be allowed between tournaments to fill roster in the original number of players using the criteria as set forth in the rules for player selection.
- A National Director from you state, the National Commissioner, or the National State Executive Board must approve all replacement players.

- 11:14** A team that fails to fulfill its obligation to the tournament, (i.e. opening ceremonies, pool play, consolation bracket, etc.) will be forfeited out of the tournament and their appearance fee will not be refunded.
- 11:15** Teams who do not field enough players for a tournament game in pool play will be ruled as abandoning the tournament and their games will be scored 6 to 0 or 7 to 0 depending on age group. Refer to Common Rule 7:15
- 11:16** All teams including the host must qualify in pool play to advance to the championship bracket.

### 12:00 PLAYER ELIGIBILITY

- 12:01** Dizzy Dean Softball for a player's age group shall be open to any approved youth whose birthday falls January 1<sup>st</sup> of the current year.
- A player may play up one age group in local or tournament play. She cannot play down in tournament play.
  - *EXAMPLE: An 11 or 12 year old can play on a 14-year-old and under team. She may not drop down and play on a 12 and under All Star Team.*
- 12:02** Only approved youth who are amateurs are eligible for Dizzy Dean Softball competition.
- 12:03** Amateur is defined here to be in accordance with the rules of the high school athletic association.
- *NOTE: League presidents or managers in doubt of violating the amateur status of a player are cautioned to contact their state high school athletic association to ascertain its ruling or policy, which would affect the athlete.*

### 13:00 BIRTH CERTIFICATES

**13:01** Dates of birth shall be certified by birth certificates or other legally accepted proof of age to a league official (president) prior to the league's first regularly scheduled game. A legible copy of a birth record will be accepted provided it is stamped and notarized as a true copy of same, signed by one of the parents of the player.

- This requirement will not be necessary, if the birth record is a certified copy and was issued by the state, county, parish or United States Government.
- A valid driver's license is an acceptable proof of age.

**13:02** Players not legally adopted but using a name different from that which appears on the certificate will be eligible provided that a notarized statement of this fact is made before a probate judge or clerk of court and statement attached to the birth certificate with signature and seal of the probate judge or clerk of court.

**13:03** Managers of teams participating in tournament play must have in their possession at all times proof of date of birth as stated above.

- These records are to be inspected by a credentials committee appointed by the tournament director prior to the tournament.
- These records are to be presented at all tournaments.

### 14:00 PLAYER REGISTRATION

**14:01** All leagues participating in tournament play are required to file a roster of players of each team in each league with league president and state director on or before April 15<sup>th</sup> for players five (5) through twelve (12) years of age.

**14:02** All leagues participating in tournament play are required to file a roster of players of each team in each league with the league president and state director on or before June 1<sup>st</sup> for sophomores, juniors, and seniors.

- 14:03** The full name of the player, her date of birth, residence by street, road, etc. shall be included in the registration.
- 14:04** Unless you are the host team for a Dizzy Dean World Series, you must complete a Dizzy Dean ONLY State Tournament to be eligible for Dizzy Dean World Series play.
- 14:05** Communities or playgrounds participating in Dizzy Dean Softball must sanction all teams in each age group that they chose to participate in.
- *EXAMPLE: If a community or playground would have enough youths to have five (5) teams of 15-16 year old players, they must sanction all five (5) teams.*
  - *Violation of this rule could result in the loss of your franchise.*

### 15:00 SELECTION OF PLAYERS

- 15:01** The National State Executive Board will determine league boundaries from which to select players.
- Each year (for ages 12& under), all players selected to a team (with the exception of managers' child and one (1) assistant) must be drafted, meaning all managers in an organization shall have equal rights and opportunity to select any player in that organization.
  - If the organization has multiple leagues (i.e. American, National, Continental, etc.) all managers must draft from the same player pool at the same time and divide into leagues after the selection process.
  - The system used shall be under the direction of a "player agent" who shall see that all teams have equal opportunity in the selection of the players. Much care should be taken in the selection of the player agent. It is suggested that a player agent be appointed by the league president.

**15:02** In the rural areas where four (4) or more small communities come together to form a league, the players within a ten (10) mile area belong to that league. All players outside this area are free players and can play with whatever team they choose.

**15:03** The National State Executive Board of each state will determine the guidelines/eligibility for all player transfers within their state.

- All transfers must be approved by the National State Executive Board of the state which they reside. *Refer to Common Rule 7:04*

### 16:00 LEAGUE REGISTRATION

**16:01** League's affiliating themselves with this program must mail an Application for Sanction with two (2) additional copies to your State Director by April 15<sup>th</sup> (ages 5 -12 and June 1<sup>st</sup> (ages 13-18).

- A Team Certificate of Entry must be sent to the State Director for each team in your league.
  - The Team Certificate of Entry must match the leagues as submitted on your Application for Sanction.
- A copy of each leagues schedule must be sent to the state director.
- A Tournament Team Roster must be in the office of the State Director one (1) week prior to your first (1<sup>st</sup>) tournament (District or State).
  - All players on the Tournament Team Roster must have been listed on a previously submitted Team Certificate of Entry.

**16:02** The State Director must mail one (1) copy at the Application for Sanction and one (1) copy of the Team Certificate of Entry in the same age group as the tournament team to the State Secretary and the National Commissioner. The State Director must retain a copy of the Application for Sanction the Team Certificate of Entry and the Leagues Schedule and make them readily available upon request to the National Commissioner or any Dizzy Dean Tournament Director.



**16:03** The State Secretary must mail one (1) copy of the Application for Sanction with the proper fees to the National Treasurer no later than July 1 of the current year.

### 17:00 TEAM SPONSORS

**17:01** Dizzy Dean Softball teams should be sponsored only by those organizations, firms or companies whose activities or products are not detrimental to the welfare of the youth.

### 19:00 TOURNAMENTS

**19:01** (Farm, Minor and Freshman League) In all tournament play in order for a game to become a complete game, it must be a full six (6) innings contest, regardless of the delay; and no other tournament game may be started until the completion of the interrupted game.

- *EXCEPTION: The game will be called after the opposing team has been numerically eliminated by the rule run.*

**19:02** (Sophomore, Junior and Senior League) In all tournament play, in order for a game to become a complete game; it must be a full seven (7) innings contest, regardless of the delay; and no other tournament game may be started until the completion of the interrupted game.

- *EXCEPTION: If a team is leading its opponent by at least fifteen (15) runs at the end of the fourth inning or any inning thereafter (fifth inning for Sophomore, Junior and Senior League) the game shall be terminated and the team in front declared the winner.*
- *This rule to apply in all local and tournament play.*
- *Time limits may be used in Local, District and State Tournaments. This will be a state option.*

**19:03** Tournament protests are covered in rules 7:04, 7:05, 7:09 and 7:10.

- 19:04** All-star teams may have eighteen (18) players, one (1) manager and three (3) coaches.
- 19:05** All teams participating in tournament play, coaches included, will be required to wear the Dizzy Dean Patch attached in a manner not to appear temporary and located in the same place on all jerseys (either shoulder or breast pocket).
- A number must appear on the back of the player's jersey (Coaches not required).
  - *PENALTY: Violators will not be allowed to play.*
  - No other organizations patches may be worn on a Dizzy Dean Softball tournament team uniform.
- 19:06** Re-entry substitution will be allowed in all tournament play.
- 19:07** Tournament Team Rosters must be filled out by all teams participating in tournament play.
- This roster will include name, date of birth, age, address of players and the name of the player's team.
- 19:08** Each team must have two (5x7) team photographs with the player's names written across the back left to right as they appear in the photograph. A team photograph and a team roster of the State Tournament Team must be turned in to the State Director on the opening day of the State Tournament. There will be no changes to the roster after the tournament begins. The other photograph will be kept by the manager.
- 19:09** Teams participating in the tournament play must have a proof of birth as stated under rule 13:00 Birth Certificates in their possession.
- These records are to be inspected by a credentials committee prior to the tournament.
  - The tournament director will appoint the credentials committee.
  - These records are to be presented at all tournaments at the request of the tournament director. Scorebooks from the state tournament will be sent to the World Series Tournament Director by the State Director.

- 19:10** Once the team has been certified as being eligible for tournament play, the team, as well as individual players, can be questioned, and they may be disqualified if in violation of any rule governing Dizzy Dean Softball.
- State Directors of Dizzy Dean Softball reserve the right to remove any team found to be in violation of any rules at any time.
- 19:11** It is the duty of the manager to keep a record of his/her eligible players and pitchers.
- 19:12** Pitching rules listed in sections 6:00 and 7:00 will apply in tournament play.
- 19:13** All District, State or World Series tournaments will be double elimination, three (3) game guarantee or pool play.
- Approved Dizzy Dean tournament brackets must be used in all tournament play.
- 19:14** If a state has only one (1) league, that league will be the state champion.
- If there are two leagues only, these teams will play the best two out of three series.
- 19:15** The tournament host and ALL teams participating in tournament play must provide evidence of the following insurance policies:
- Excess Accident Insurance with a medical limit of at least \$50,000.  
*It is not acceptable for each parent to provide individual evidence of health insurance for his or her child.*
  - General Liability Insurance with an "each occurrence" limit of at least \$1,000,000 combined single limits for "bodily injury" and "property damage". Such policy may not provide "claims made" coverage and may not have an exclusion for lawsuits arising out of injuries to athletic participants.
  - *If a team does not purchase its General Liability insurance through the endorsed Dizzy Dean insurance plan (see Dizzy Dean endorsed insurer), it is required that the team's General Liability policy be endorsed to name Dizzy Dean Baseball Inc. as an "Additional Insured"*

- 19:16** Tournament directors should obtain the very best umpires for their tournament. Two umpires are required in tournament play.
- 19:17** All teams will draw for position in tournament play. The host team will have the choice of the game time on opening day only. Thereafter they will revert to the position drawn.
- 19:18** If a manager has used all of his/her eligible players and a player is ejected, injured or becomes ill and cannot continue, then the **OPPOSING MANAGER** must select one or more players on the bench who have already been in the game to replace the ejected, ill or injured players.
- An ejected player cannot return to the game.
  - **WARNING: DO NOT VIOLATE ANY PITCHING RULE** (See rule 3:03)
- 19:19** Every effort to avoid 1<sup>st</sup> round play of teams from same league should be made.
- If it's a National Tournament, same state team should be avoided.
- 19:20** All official scorebooks will be collected after each world series and sent with a picture of the championship team to the secretary or treasurer of Dizzy Dean Baseball.
- 19:21** In the Minor Division, Base runner may leave once the pitcher releases the ball.
- 19:22** In the Freshman, Sophomore, Junior and Senior Division, any base runner leaving the base before the ball leaves the pitcher's hand on the delivery is out. (*umpire's decision*).
- 19:23** **Hesitation:** When a base runner is legitimately off base (in other words moving off a base after a pitch or rounding a base after a hit, walk or dropped third strike, whichever is applicable for the age group involved) the pitcher must allow sufficient time for the base runner to return to the base, but once the pitcher has the ball in either hand in the pitchers circle, the runner must move directly toward the next base or the last base touched without any motion by the pitcher.

- a) The base runner cannot stand motionless or, after returning to the base, cannot move off that base even if the pitcher is standing off the pitcher's plate.
- If the base runner does not respond as indicated, the umpire shall signal the base runner out and the ball shall be declared dead.
  - If the ball is not in the pitcher's circle or if a fake throw is made, the base runners are not governed by this rule.
- b) For the purpose of this rule, being in the pitcher's circle is defined as both feet within or partially within the line (the feet may touch the line and extend outside the line).
- If the pitcher is in the pitcher's circle and a base runner is off the base, the pitcher is considered to be making a play on the base runner when the throwing arm is raised or if any forward movement of the body is made toward the base runner.
  - Moving the head is not considered to be making a play on the base runner.

**Time limits:**

Farm League	1:15	(One Hour and Fifteen Minutes).
Minor League	1:45	(One Hour and Forty Five Minutes)>
Freshman League	1:45	(One Hour and Forty Five Minutes).
Ages 13 thru 18	2:00	(Two Hours).

A time limit is acceptable and may be used in district, area, regional and state tournaments. This is a State option and must be clarified prior to any tournament.  
**(Any game that involves a time limit, time will start on first pitch to a batter).**

## Softball League Age Chart 2025

Born on or Between		<i>Your Age Group</i>
Jan 1, 2017	Dec 30,2017	5
Jan 1, 2016	Dec 30,2016	6
Jan 1, 2015	Dec 30,2015	7
Jan 1, 2014	Dec 30,2014	8
Jan 1, 2013	Dec 30,2013	9
Jan 1, 2012	Dec 30,2012	10
Jan 1, 2011	Dec 30,2011	11
Jan 1, 2010	Dec 30,2010	12
Jan 1, 2009	Dec 30,2009	13
Jan 1, 2008	Dec 30,2008	14
Jan 1, 2007	Dec 30,2007	15
Jan 1, 2006	Dec 30,2006	16
Jan 1, 2005	Dec 30,2005	17
Jan 1, 2004	Dec 30,2004	18

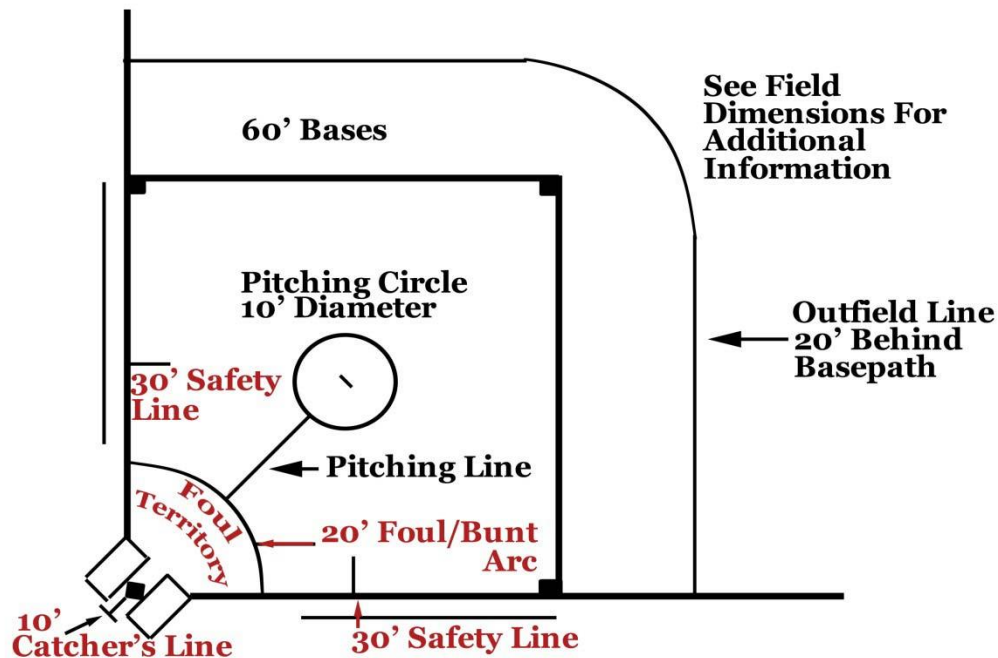
**FARM LEAGUE**  
**(Ages 5-8 Year Old)**

All coaches and leagues must try to get rule interpretations and problems solved by their state and National Officers before contacting the Commissioner's Office.

- Five (5), Six (6), Seven (7) & Eight (8) year old farm league will play coach pitch in tournaments.
- Call your state director for clarification of any rule not covered in this book.
- The Farm League Division of Dizzy Dean Softball has been organized as a softball program for youth girls whose 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup> or 8<sup>th</sup> birthday falls before January first (1<sup>st</sup>) of the current year.
- Rules set forth in this book shall govern all tournament play.
- It is suggested that individual leagues follow these rules in local league play; however, they may be adapted to fit local league play at the option of each individual league.

**1:00 THE PLAYING FIELD**

- 1:02** The distance from point of home plate to second base and from first to third base shall be eighty-four (84) feet ten (10) inches.
- 1:05** The pitching circle will be ten (10) feet in diameter and the center will be forty-six (46) feet from the back of home plate.
- 1:06** Halfway/ safety line (30 feet) will be drawn in the base line from home to first and home to third.
- Infielders must stay behind this line until the ball is hit.
    - *PENALTY: Offensive manager gets choice of result of the play or negate the last pitch thrown.*



**1:07** There will be twenty (20) foot chalked arc from the first (1<sup>st</sup>) base line to the (3<sup>rd</sup>) base line in front of home plate.

- The ball must be on or past this line to be fair; if not, it is a foul ball.

## 2:00 EQUIPMENT

**2:03** Tennis shoes or softball shoes with RUBBERIZED cleats may be worn. NO METAL OR PLASTI CLEATS.

**2:13** All batters and runners must wear NOSCAE approved batting helmets with chin strap. Any batters who steps into the batter's box without her headgear is awarded a strike. Any player running the bases who deliberately removes her headgear (includes chin strap), in umpire's decision, is out. EXCEPTION: *Home run over the fence or time out.*

**2:14** A catcher must wear a chest protector, shin-guards, NOSCAE approved helmet, mask, and a throat protector.



- Shin guards **MUST** have knee and metatarsal protection (soccer style shin guards are **NOT** acceptable).
- 2:15** The official softball for the Farm League Division will be an optic yellow eleven (11) inch maximum core MSP47 ball.
- 2:18** Pitcher must wear a facemask.

### 3:00 RE-ENTRY SUBSTITUTION

- 3:05** An extra player (EP) is optional, but if one is used, it must be made known prior to the start of the game and be listed on the scoring sheet in the regular batting order. If the EP is used, the EP must be used the entire game. Failure to complete the game with eleven (11) batters as a result of an injured or ejected player will not result in a forfeit of the game.
- *See Common Rule 3:03*
- 3:06** The EP must remain in the same position in the batting order the entire game.
- 3:07** You can use the EP and bat eleven (11) players or you can bat your entire roster.
- Opting to bat All Available Players must be declared before the game starts.
  - If this option is used, you must finish with the same number of batters you started with.
  - If this option is used and a player cannot bat in their allotted slot, an out will be called every time that player is scheduled to bat (Remainder of the Game.)
  - Minimum number of players (9) must be maintained at all times.
- (PENALTY: Forfeit)*
- If Batting All Available Players “Free Defensive Substitution” is allowed. Batting order must be maintained at all times.

**3:08** Re- entry substitution applies to the EP the same as any other player.

If due to injuries or illness in (FARM LEAGUE) a team will be permitted to play with only (9) nine players on defense. When the 10<sup>th</sup> player comes to bat an OUT will be recorded. Teams must show up at State Tournament and World Series with (10) ten or more players. If a team drops below (9) nine players the game will be declared a forfeit.

#### 4:00 MANAGER AND COACHES

**4:09** Each team will be allowed four (4) adults in the dugout, one (1) manager and three (3) coaches.

**4:10** One defensive coach may be out of the dugout at the open end to instruct their defensive players.

- No coaches or parents will be allowed to coach from off the playing field.

#### 5:00 REGULATION GAMES

**5:03** A game shall be six (6) innings in duration.

- A game will be called after the opposing team has been numerically eliminated by the run rule.
- In case the score is tied at the end of the six (6) innings, the game shall go into extra innings until a winner is established or the game is called by the umpire.
- A team may concede without penalty (League or Tournament play).

**5:04** There will be a maximum of one offensive and one defensive time out per inning with each time out being no more than one (1) minute in length. The scorekeeper will keep a log of time-outs.

- For a defensive violation you will remove the player pitcher.
- For an offensive violation you will change the batter.

- Player may re-enter without violating substitution rule at the completion of the inning.
  - If no substitutes are available, the game will be forfeited.
  - DO NOT VIOLATE ANY SUBSTITUTION RULE.
  - Note to Umpires: Try to keep these violations from occurring.
- 5:05** In local league play, any game called for bad weather after three (3) complete innings will be considered a complete game. If interrupted before three completed innings, the game will be rescheduled at the point of interruption.
- Tournament play will always be six (6) full innings.

### 6:00 PITCHING RULES

- 6:17** An offensive coach will pitch to their own batters. The coach may only coach the batter until she reaches first (1<sup>st</sup>) base or after she leaves third (3<sup>rd</sup>) base.
- The coach will be replaced after one warning of the violation and be replaced as pitching coach for the remainder of the game. See Common Rule 4:03
- 6:18** The pitcher may pitch anywhere from in front of the 20 foot arc to the pitching circle.
- The pitching coach may not cross the foul line or enter the pitching circle.
  - The pitching coach must keep one foot on or astraddle the pitching line.
  - *PENALTY: For not standing on or astraddle the pitching-line the defensive team gets the choice of the play or negate the last pitch thrown.*
- 6:19** Any batted ball that hits the pitching coach will be a dead ball and a no pitch. If the pitching coach intentionally (in the umpire's judgment) allows the ball to hit them, the batter will be out and a dead ball called.
- *No runner may advance.*
- 6:20** The offensive coach (pitcher) must attempt to leave the field and try to pick up the batter's bat. The offensive coach (pitcher) that does not attempt to get off

the field and interferes with the defensive player to keep her from making a play will cause the batter to be out.

- *No runner may advance.*

### 7:00 FORFEITURES, APPEALS AND PROTESTS

**7:16** An appeal play will be handled in this manner. The manager will make her appeal to the plate umpire who will consult the base umpire.

- The manager must identify the correct player by name or number and also the correct base involved in the play. No second chance if the manager names the wrong player or base. If the manager is correct, the base runner is out.
- Appeal must be made before the next pitch is thrown.

**7:17** The umpire may call time-out for injury or protest. These time-outs will not be charged to a team.

### 9:00 SPECIAL RULES

**9:15** If a player is injured by being hit with a batted ball in the face, throat or head, time will be called immediately and all players will be awarded:

- a) One (1) base if player injured was an infielder.
- b) Two (2) bases if player injured was an outfielder.
  - The awards are from the time of the pitch.
  - Any other injury deemed serious enough in judgment of the umpire will be handled in the same manner.
  - *NOTE: THIS IS A JUDGMENT CALL AND CANNOT BE APPEALED OR PROTESTED.*

- 9:16** 6, 7, AND 8 year old World Series may be pool play, double elimination or 3 game guarantee. A time limit is acceptable in pool play only. This must be approved by World Series Committee or National Commissioner.
- 9:17** If a batter squares to bunt and then swings, she will be called out. (umpire's decision).
- 9:18** A batter will not be called out on a fouled third strike if not caught.
- 9:19** No infield fly rule.
- 9:20** No stealing. No walks.

#### 10:00 TEAMS

- 10:04** All ages 5 thru 8 will be allowed eighteen (18) players whose names shall be registered with the league president by April 15<sup>th</sup> on league roster forms.
- 10:05** Managers may not sign new players after April 15<sup>th</sup> for ages 5 thru 8.
- A violation of this rule will make the player ineligible for tournament selections and reason for protest in local or tournament play.

#### 11:00 ALL-STAR TOURNAMENT TEAMS

- 11:01** A player must be a member of a franchised Dizzy Dean program and participate in half (1/2) of her teams scheduled games to be eligible for the all-star team.
- 11:18** In all World Series and tournament play, in order for a game to become a complete game, it must be a full six (6) inning contest, regardless of the delay; and no other tournament game can be started until the completion of the interrupted game.

- All games shall be six (6) innings in duration unless the losing manager wishes to concede without penalty.
- *EXECPTION: A game will be called when the opposing team has been numerically eliminated.*
- *This rule to apply in all local league play and all tournament play.*

**11:19** Teams may play more than two (2) games in one (1) day with the approval of the Dizzy Dean National State Executive Board.

**11:20** District, State and World Series tournaments will be held each year.

- Each tournament will have two (2) separate age groups (6U and 8U).

**11:21** Players may participate up in an older age group but will not be allowed to participate in a lower group. *EXAMPLE: If a 6 year old plays in an 8-year-old league, she may not drop down and play as a 6-year-old all-star.*

**11:22** All-star teams may have eighteen (18) players, (1) manager and three (3) coaches on a team.

- A team must field ten (10) players in tournament play at all times.
  - *PENALTY: FORTEIT.*

## 20:00 OFFENSE

**20:01** After one warning per game per player for slinging her bat, the batter will be out, a dead ball called, no runners advance.

**20:02** In tournament play an offensive batter will receive five (5) pitches before being declared out. She will be called out on three (3) swinging strikes.

- If fifth (5<sup>th</sup>) pitch is fouled and not caught, she may continue to bat.
- If fifth (5<sup>th</sup>) pitch is fouled and caught, it is an out.
- If the fifth (5<sup>th</sup>) pitch or 3<sup>rd</sup> strike is bunted foul, the batter is out.

- 20:03** Any base runner leaving the base before the ball reaches home plate is out (*umpire's decision*).
- The ball is dead and all other runners return to base occupied prior to pitch
  - The pitch will not count.
- 20:04** If a runner misses a base, it will be an appeal play to the umpire (*See appeals and protests*).
- 20:05** It is not an out in Farm League play age 5 & 6, if a batter has one foot entirely out of the batter's box when contact with the ball is made.
- *Delay dead ball, defense gets choice or the play or re-bat.*
- 20:06** There will be a maximum of seven (7) runs per inning in both local league play and tournament play.

## 21:00 DEFENSE

- 21:01** No rolling the ball intentionally will be allowed.
- No outs will be allowed by rolling the ball.
  - Runners will automatically be safe if the defensive team rolls the ball (*Umpires decision*).
- 21:02** The infield fly rule will not be in effect.
- 21:03** Any base runner leaving the base before the ball reaches home plate is out (*Umpire's decision*).
- The ball is dead and all other runners return to the base occupied prior to pitch
- The pitch will not count.
- 21:04** Only ten (10) players on the field (There must be 6 infielders inside the outfield line & 4 outfielders outside the outfield line until the ball is hit.)

- 21:05** The defensive player listed as pitcher will stay in the ten (10) foot circle until the ball is hit.
- The player may have one foot outside of the circle.
  - *PENALTY: Offense gets choice of the play or the last pitch thrown.*
  - In Farm League, a player who plays in the pitchers circle will be considered an infielder.
- 21:06** Play shall not be stopped by the defensive team heading off or stopping the front-runner.
- Any other runner may continue at her own risk.
  - Any play made on a runner other than the front runner will release the front runner. Other runners may continue.
  - If a runner misses a base, it will be an appeal play to the umpire (*See appeals and protests*).
- 21:07** In league play if a team has less than ten (10) players, the manager may decide which position(s) to leave vacant on defense.
- *EXCEPTION: Pitcher and catcher.*
- 21:08** Five (5) and six (6) year old teams may have two (2) coaches on defense and they must remain behind the outfielders in foul territory until the play is over.
- *PENALTY: Delay dead ball option to the offense when play complete.*
- 21:09** The defensive catcher must be in a direct line no more than 10 feet behind home plate to make a play on a batted ball.
- *PENALTY: Offensive team gets a choice of the play or re-bat.*