

2010 10U DCMCL Rules

Marysville rain out number: 937-642-8326

Delaware rain out number: 740-363-6181

League will follow OHSAA official fast pitch softball rules with the following exceptions: (*Revision Date: April 18, 2010*)

- 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 an 11" softball. (Yellow in color).
C. Home team will provide (1) new and (1) good used ball for each home game.
D. Shoes are required equipment. Shoe sole or heel projection other than the standard shoe plate are prohibited. Metal toe plates and metal cleats are prohibited.
- 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 is 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 continuous 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. No new inning shall be started after 1.5 hours from the start of the game.
- 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 or 4 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 league president. 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).
- E. [No boys are permitted to play in the DCMCL league games or tournaments.](#)

Rule 7. **Tournament**

- A. Tournament rules will be the same as league rules with the following exceptions.
- B. (1) Sanctioned umpires are required for semi-final and championship games.
- C. 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.
- D. Tournament fees shall be determined by the hosting team and league representatives.
- E. Host team area representative or designee is to be present at all tournament games.
- F. 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.
- G. 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. When the player throws the fourth ball to a batter, the coach comes in to pitch. The coach is then given *up to* 3 pitches to finish the count, regardless of the count. That means if the count is full, and the coach throws a pitch called by the umpire as not a strike, and the batter does not swing that the coach still has up to 2 more pitches. If the 2nd pitch is also not a strike, and the batter does not swing, then the coach has one more pitch. On that last pitch, the at bat is over regardless of the outcome unless the batter fouls that pitch off. If however in this situation with a full count from the player pitcher, the umpire calls a strike on the 1st or 2nd pitch, or the batter swings and misses on the 1st or 2nd pitch, then the at bat is over and an out is recorded. If there are no strikes on the batter, the coach still gets 3 pitches. It does not matter in this situation if they are balls or strikes; the coach pitcher is limited to 3 pitches. 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. Each illegal pitch will count as one of the 3 pitches for each batter. When the coach comes in to pitch, the player pitcher must have both feet inside the 8ft 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 20 ft. beyond the base paths.