

# 2010

## 8U

### DCMCL Rules

Marysville rain out number: 937-642-8326

Delaware rain out number: 740-363-6181

**League will follow OHSAA/NFHS 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 35 ft. Base path 60 ft.  
B. Umpire is required: Shall not be a relative of a player. Umpire must be 12yr old or older. (Also applies to tournament)
- 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.  
B. No borrowed player will be permitted to play, if a full line up of roster players is present and able to play.  
C. 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 5 Official Game 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. No infield warm-up is permitted after the first inning.  
E. 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 1<sup>st</sup> scheduled game with that team. Players may be added to a roster up to the 3<sup>rd</sup> game of the season by contacting the association representative. Final rosters must be presented to the tournament director prior to the 1<sup>st</sup> 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**

- Tournament rules will be the same as league rules with the following exceptions.
- A. Trophies of at least (7) inches tall shall be provided to the 1<sup>st</sup> place team/coach and trophies at least (5) inches tall, not to exceed the height of the 1<sup>st</sup> place trophy, shall be presented to the 2<sup>nd</sup> place team/coach.
  - B. Tournament fees shall be determined by the hosting team and league representatives.
  - C. Host team area representative or designee is to be present at all tournament games.
  - D. 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.
  - E. 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. No game shall be declared a forfeit because of a lack of players. The opposing coach will loan players.

Rule 9. The offensive teams coach will pitch 6 pitches. A player's at bat cannot end on a foul ball. No base on balls is to be awarded. Umpire will not call balls and strikes.

Rule 10. (1) Player shall stay, with both feet, in an 8 ft. circle around the pitching plate until the ball is hit. Coach must pitch from the pitching plate. A batted ball hitting the coach shall be declared a foul ball.

Rule 11. Stealing is not allowed under any circumstances. *No Lead off until a batted ball is put into play.*

Rule 12. All fair-batted balls will be defined as an infield or outfield ball. When a ball is hit and stays in the infield, base runners may advance a maximum of one base. Infielders are encouraged to attempt a defensive play and outs can and will be recorded. The intent of this rule is to allow and encourage the defense to attempt the correct defensive play. When the ball is hit into the outfield runners may advance at will. Once the ball hits the infield area all play is stopped and a dead ball will be called. Base runners will be awarded the next base only if they were already on their way. If the grass outfield is within a reasonable distance it should be used as the dividing mark. If not the coaches and umpire need to agree upon a reasonable distance.

Rule 13. A team fielding 10 players must have each player in the normal playing position. Maximum of (6) players may be considered infielders. The (4) outfielders must be in a normal playing position at the start of the play, *approximately 20ft* beyond the base paths. A team may field a minimum of 7 players w/no out taken for vacant position in batting line up.