

Diocese of Columbus
DIOCESAN RECREATION ASSOCIATION
197 East Gay Street
Columbus, Ohio 43215
GIRLS SOFTBALL LEAGUE RULES AND REGULATIONS

With the exceptions noted below, all OHSAA and NFHS Softball Rules will be utilized. The Diocesan Recreation Association League will play **FAST-PITCH SOFTBALL**.

Home Team Coaches Responsibilities and Game Postponement

- a) Call your opponent and umpire if **WEATHER** stops or postpones a game. If a game is postponed due to weather, then please try to make up the game the next day. Rescheduled game time and location should be mutually agreed upon by both coaches. **Please notify the league director of the rescheduled game time and site. Coaches can only postpone games in weather situations. All other postponements must have advance approval from the league director.**
- b) The Diocesan Recreation Association will exercise its right to reschedule any postponed games that are not **made up within seven (7) days** by the coaches. If the Diocesan Recreation Association must reschedule the game, we will set the date, time and location. These children deserve to play a full schedule of games. Coaches who fail to comply with the director's decision will face the possibility of suspension, forfeiture, and paying the forfeit fees by the offending team.
- c) If there is **NO UMPIRE**, you may:
 - 1) Reschedule the contest, or
 - 2) Agree to officiate the contest yourself utilizing a person or a coach on whom **BOTH** Coaches agree.
 - 3) Please keep the score book for your team and your opponent and take care of problems immediately.
- d) There are **NO PROTESTS ALLOWED** with the exception of eligibility.
- e) **There is NO MUTUAL CONSENT TO POSTPONE! Only inclement weather will stop games.**
- f) There is a fifteen (15) minute grace period for the **FIRST GAME OF THE DAY ONLY**.
- g) It is the responsibility of the coach to keep the team bench and the team spectators at a safe distance behind first base or third base. No one is permitted to remain behind or near the backstop. Additionally No players or spectators may confer with the umpires. Only coaches confer with the umpires.

Game Structure

- A regulation game will be considered to be four (4) innings unless called as indicated in (a) or (b).
- a) If a team is ahead by fifteen (15) or more runs after the bottom of the fourth inning, the game will be called.
If a team is ahead by ten (10) or more runs after the fifth inning, the game will be called.
 - b) A game suspended due to darkness, wet grounds or rain, or at the end of the time limit, prior to being a regulation game, shall be continued from the point where the game was interrupted at a later date.
For games that have lasted long enough to be a regulation game, the game shall revert to the last completed inning, unless the team that bats is ahead. The exception to this rule is that if the visiting team has tied the score or taken the lead in the top of an inning and the home team has not completed its at bat, the game shall be a suspended game.
 - c) Forfeited games end in a 7 - 0 score and the forfeiting team must pay the total umpire fee. The Varsity, Junior Varsity and Senior Reserve fee is \$70.00. The Reserve and Junior Reserve fee is \$64.00.
 - d) DP/FLEX will not be used.

Players, Field and Equipment

- a) All players will wear like uniforms and those uniforms shall carry numbers.
- b) If the weather is cold, the players can wear a jacket or sweatshirt with their coach's permission.
- c) Catchers **must** wear face masks and throat protectors regardless of league or level.
- d) Chest protectors **must** be worn by all catchers.
- e) When warming up the pitcher, catchers **must** wear a face mask and throat protector.
- f) No metal cleats at any level.
- g) No jewelry is permitted.
- h) It is **REQUIRED** that each parish purchase batting helmets **with facemasks**. Batting helmets **must** be worn while batting and base running. The on deck batter **must** wear a batting helmet.
- i) **The home team must provide bases (rubber throw down bases are fine), a pitcher's plate and a NEW approved ball.** The Varsity, Junior Varsity and Senior Reserve leagues may use the Worth 12" Dream Seam 47 COR Fast pitch Softball (C12RYL) Red stitch ball **or another similar ball stamped ASA approved.** The Reserve and Junior Reserve leagues may use the Worth 11" Official Dream Seam Softball (C11RYLA) ball in optic color, red stitch **or another similar ball that is ASA approved.**
- j) The visiting team must provide a **GOOD USED** approved ball
- k) If you are using another parish's field, please check with that parish to be sure the field is set up. It is the home team on the schedule's responsibility to do this
- l) Pitching distance is forty (40) feet from the front of the pitcher's plate to the back point of the Home plate for varsity and sr. reserve.
- m) Pitching distance is thirty six (36) feet from the front of the pitcher's plate to the back point of the Home plate for Reserve and Jr. Reserve.
- n) There must be a safety base at first base in all games.

Conduct

- a) Chanting is part of the game of softball. However, the chants must be positive in nature and not distracting to the other players
- b) For excessive unsportsmanlike conduct, according to the umpire's judgement, team members (including all players, coaches, managers and substitutes) may be disqualified from further competition in the game or ejected from the premises.
- c) Any attempt to distract the opposing team-by any means- by team members or spectators, A or B will take effect against the opposing team. There will be no horns, bells, whistles or noisemakers allowed at the fields.

Scoring

- a) Winning teams should report the final score to the Girls Athletics Commissioner the day of the game. A score reporting form is located on the DRA website at www.columbuscatholic.org/recreation
- b) Check each one-half (1/2) inning with the umpire to ensure that the score is correct and that substitution is in order. Sr. Reserve, Reserve and Jr. Reserve scorekeepers should let the umpires know when the team is approaching the 6th run in the inning.

Varsity League Rules

- a) Nine (9) players are used in the field. You may begin a game with eight (8) players. No out is called when the 9th spot comes up to bat.
- b) The batting line-up lists all eligible players on the line-up card. The players will bat in that order throughout the game.
- c) Temporary movement of players is permitted. See Administrative Rule VIII (C). Each player is limited to two (2) games in one day. These players are not permitted to pitch for the temporary team.
- d) Participation
 - 1) Participation for 12 or less is defined as batting at least once and playing at least two (2) full innings in the field.
 - 2) Participation for 13 or more is defined as at least 1 at bat and 1 inning in the field.
 - 3) Players being withheld from a game due to illness, injury, disciplinary suspension, or for any other reason, must be noted at the bottom of the lineup card prior to the game starting.
 - 4) At the top of the fifth inning, all players of the home team who have not participated must play in the field at that time.
 - 5) At the bottom of the fifth inning, if applicable, the visiting team players who have not participated must play in the field at that time.
 - 6) There will be no protest over non-participation allowed following the game; however, the offending coach may face suspension.
 - 7) Please keep the score book for your team and your opponent and take care of problems immediately.
- e) Substitution:
 - 1) All players can have two (2) entries into the game.
 - 2) Starting a game is the first entry for the starting players.
- f) There can only be three (3) defensive conferences per game. If you request more than three (3) time outs to talk with your players, then your pitcher must be removed.
- g) There can only be one (1) offensive conference per inning. If you wish to speak to a batter, you may do this ONLY once an inning and to only one batter.
- h) Dropped third strike is permitted.
- i) Bunting is permitted. This is an integral offensive part of the game that needs to be taught.
- j) Sliding is a legitimate part of any softball game but it is not required. If an offensive player interferes with a defensive player's ability to make a play, then interference should be called.
- k) Base stealing is permitted. If a team is leading by ten (10) runs or more, no stealing by the leading team is allowed until the score differential is six (6) runs or less.
- l) Base runners may not leave the base until after the pitcher has released the pitch. See NFHS Rule 8-6-21.
- m) Pitching:
 - 1) FAST PITCH regulations will be used.
 - 2) The pitcher must begin her motions with the proper footwork. Consult the pitching rule for proper footwork.
 - 3) Pitching distance is forty (40) feet from the front of the pitcher's plate to the back point of the Home plate.
- n) The infield-fly rule is in effect.

Senior Reserve League Rules

- a) Nine (9) players are used in the field. You may begin a game with eight (8) players. No out is called when the 9th spot comes up to bat.
- b) The batting line-up lists all eligible players on the line-up card. The players will bat in that order throughout the game. An offensive inning is six (6) runs or three (3) outs
- c) Temporary movement of players is permitted. See Administrative Rule VIII (C). Each player is limited to two (2) games in one day. These players are not permitted to pitch for the temporary team.

- d) Participation:
- 1) All eligible players must participate in the game. Participation is defined as batting at least once and playing at least two (2) full innings in the field.
 - 2) At the top of the fifth inning all players of the home team who have not participated must play in the field at that time.
 - 3) At the bottom of the fifth inning, if applicable, the visiting team players who have not participated must play in the field at that time.
 - 4) There will be no protest over non-participation allowed following the game; however, the offending coach may face suspension.
 - 5) Please keep the scorebook for your team and your opponent. Take care of problems immediately.
- e) Substitution - Any player can be substituted defensively as often as wanted.
- f) There can only be three (3) defensive conferences per game. If you request more than three (3) time outs to talk with your players, then your pitcher must be removed.
- g) There can only be one (1) offensive conference per inning. If you wish to speak to a batter, you may do this ONLY once an inning and to only one batter.
- h) Dropped third strike is permitted.
- i) Bunting is permitted. This is an integral offensive part of the game that needs to be taught.
- j) Sliding is a legitimate part of any softball game but it is not required. If an offensive player interferes with a defensive player's ability to make a play, then interference should be called.
- k) Base stealing is permitted. If a team is leading by ten (10) runs or more, no stealing by the leading team is allowed until the score differential is six (6) runs or less.
- l) Base runners may not leave the base until after the pitcher has released the pitch. See NFHS Rule 8-6-21.
- m) Pitching:
- 1) Combinations of fast or slow pitches will be utilized regardless of the arc or lack thereof and/or speed of pitch. If a strike is legitimate in either fast or slow pitch definitions, then the pitch shall be called a strike.
 - 2) The pitcher must begin her motions with the proper footwork. Consult the pitching rule for Proper footwork.
 - 3) Pitching distance is forty (40) feet from the front of the pitcher's plate to the back point of the home plate.
- n) The infield-fly rule is in effect.
- o) 6 Runs or 3 Outs Rule:
A six (6) run rule is in effect for every inning except the last inning, which is defined as the 6th inning. The inning is over after 3 outs or after the 6th run crosses the plate in any half inning. The side batting will return to the field. The play in progress will continue until its end, however for scoring purposes a maximum of 6 runs will be recorded.
The last inning will have 3 outs or unlimited runs.

Reserve League Rules

- a) Ten (10) players are used in the field. You may begin a game with eight (8) players. No out is called when the 9th and 10th spots comes up to bat.
- b) The batting line-up lists all eligible players on the line-up card. The players will bat in that order throughout the game. An offensive inning six (6) runs or three (3) outs.
- c) Temporary movement of players is permitted. See Administrative Rule VIII (C). Each player is limited to two (2) games in one day. These players are not permitted to pitch for the temporary team.
- d) Participation:
 - 1) All eligible players must participate in the game. Participation is defined as batting at least once and playing at least two (2) full innings in the field.
 - 2) Each inning must be marked on the umpire's card.
 - 3) Players can play no more than two (2) innings in one position until the fifth inning.

- 4) At the end of the second inning, anyone that has not played on the field for two (2) full Innings must be put on the field.
 - 5) If a player has played two (2) innings in the infield and is staying in the game, then they must play in the outfield until the fifth inning.
 - 6) Pitchers can pitch no more than two (2) innings until the fifth inning.
 - 7) Catchers who catch for two (2) innings can play the infield for the balance of the game **as long as every other player has met the playing time requirements**. Catchers are considered outfielders.
 - 8) If a player should be injured during a game or be unable to play for some reason once the game has started, then that player must take an out each time her turn at-bat comes up if the player is not able to enter the game at that point. If the player is able to come back into the game at that point, then she re-enters in the same line-up position that she was in before. If it is determined that the player will be unable to enter the game again during the current game, then no out will be taken for that player when her turn at bat occurs. She will be unable to re-enter the game once it is determined that she will not reenter the game and at least one at-bat turn is forfeited without taking an out. If the total number of players in a game drops to less than eight players, then every subsequent player who is unable to finish the game for any reason will result in that player taking an out each time their at-bat occurs and they are not present.
 - 9) There will be no protest over non-participation allowed following the game; however, the offending coach may face suspension.
 - 10) Please keep the score book for your team and your opponent. Take care of problems immediately.
- e) Substitution - Any player can be substituted defensively as often as wanted.
 - f) There can only be three (3) defensive conferences per game. If you request more than three (3) time outs to talk with your players, then your pitcher must be removed.
 - g) There can only be one (1) offensive conference per inning. If you wish to speak to a batter, you may do this **ONLY** once an inning and to only one batter.
 - h) Bunting is permitted. This is an integral offensive part of the game that needs to be taught.
 - i) Sliding is a legitimate part of any softball game but it is not required. If an offensive player interferes with a defensive player's ability to make a play, then interference should be called.
 - j) Base stealing is permitted. If a team is leading by ten (10) runs or more, no stealing by the leading team is allowed until the score differential is six (6) runs or less.
 - 1) Only one base may be stolen per pitch. For example: the runner on first steals second base and the catcher's throw goes into center field. The runner must stop at second base.
 - 2) **Runners may not steal home.**
 - 3) All runners can advance one base if a play is made on that runner (**exception:** runner on Third base who is played on may not advance home. The runner can be picked off, but cannot advance home).
 - 4) The intent of the limited stealing rule is to introduce stealing without fear of overthrows and collisions at home plate.
 - k) Base runners may not leave the base until after the pitcher has released the pitch. See NFHS Rule 8-6-21.
 - l) Pitching:
 - 1) Combinations of fast or slow pitches will be utilized regardless of the arc or lack thereof and/or speed of pitch. If a strike is legitimate in either fast or slow pitch definitions, then the pitch shall be called a strike.
 - 2) The pitcher must begin her motions with the proper footwork. Consult the pitching rule for Proper footwork.
 - 3) Pitching distance is thirty-six (36) feet from the front of the pitcher's plate to the back point of the home plate.
 - 4) There is no walk when the pitch count reaches ball four (4). The batter's coach or designated replacement comes in to pitch to the batter and may pitch up to four (4)

pitches. Strikes called on the batter before the coach or designated replacement comes in to pitch are still in effect. Umpires will still call balls and strikes on the adult pitcher. If the fourth pitch is not hit or fouled off, then the batter is out. If the fourth or subsequent pitches is fouled off, then the batter receives an additional pitch. Coach pitchers should stay in place until the play comes to an end. Runners may not steal on the coach pitcher.

m) When a team is up by ten (10) runs, the infield is to be replaced with other players. The outfield can be moved to the infield or the players on the bench can be used. All infield players will either go to the outfield or to the bench. If a team does not have enough players to make a complete switch, the pitcher, first base, and shortstop positions are to be replaced first. When the lead drops to five (5) runs, the original players can be returned to their infield positions.

n) 6 Run or 3 Outs Rule:

A six (6) run rule is in effect for every inning except the last inning, which is defined as the 6th inning.. The inning is over after 3 outs or after the 6th run crosses the plate in any half inning. The side batting will return to the field. The play in progress will continue until its end, however for scoring purposes a maximum of 6 runs will be recorded. The last inning will have 3 outs or unlimited runs.

Umpire Fees

The following fees are to be paid by **CASH ONLY - NO CHECKS!**

Varsity: \$35.00 per team

Junior Varsity: \$35.00 per team

Senior Reserve: \$35.00 per team

Reserve: \$32.00 per team

Junior Reserve: \$32.00 per team

PROCEDURES FOR POSTPONED AND SUSPENDED GAMES:

- If a game is postponed before the first pitch is thrown and the umpires are at the game site, each team Will pay the umpires \$3.
- If a game is postponed earlier in the day and the umpires are notified in advance then no payment is made. Remember the home team coach is responsible for notifying visiting team and umpires. Failure to notify umpires will result in the home team being responsible for compensation of umpires. Umpires should also try to call coaches ahead of time to verify when weather conditions are questionable. The amount of compensation will be determined by the commissioner after weighing the circumstances.
- If a game starts and is suspended or stopped at any point the umpires receive the full fee.
- If a suspended game is resumed on another day the umpires will be compensated as follow:
 - If the game is resumed in the third inning or earlier then full payment is to be made to the umpires by the teams.
 - If the game is in the fourth inning or later when resumed then 50% of the fees will be paid by each team.
 - If the teams and the umpires mutually agree to different fees it is permissible. (i.e. if the original umpires agree to return for lesser amount than those listed.)