

DGIL RULES & Instructions - B LEAGUE

GAME INFORMATION

1. Game times are subject to change: 5:30; 6:45 p.m. 5:30 game needs to start on time. NO EXCEPTIONS!
2. Please have your team ready to start fifteen (15) minutes prior to scheduled start of your game in case you can get started early to help keep games on time.
3. Game time starts when the first warm up pitch is thrown. **Have line up and player position determined prior to the start of the game.** Hustle players in/out to speed up play.
4. No new inning will start after 1 hour, 5 minutes. In case of a tie, the international tie breaker rule will be used by starting the runner that made the last out on second base. If game is tied and coaches agree, rule can be put in affect during 5th inning.
5. Five (5) runs per inning for the first 3 (three) innings, open inning to begin with the 4th inning. Six (6) innings constitutes a complete game. Sixth inning is not to start after 60 minutes.
6. **It is the coaches responsibility to teach and explain these rules to the players and or parents if need be.**
7. **If you need an extra player, you may borrow a player from the DGIL C League. Player cannot pitch or catch. Under no circumstance can a player outside of the league sub. Failure to adhere to rule will result in coach game(s) suspension.**
8. Twelve (12) run rule after four (4) innings and ten (10) run rule after five (5) innings.
9. Dugout is to be PICKED UP after you are done playing.
10. Home plate umpire can request a base umpire, to be supplied by the Home team.
11. HITTING INTO FENCES IS NOT ALLOWED AT ANY TIME, which includes the hanging of a tarp with any type of ball.
12. ALL UMPIRES DECISIONS ARE FINAL! NO PROTESTS! On 3rd issue of conflict, parent / coach can be banned from complex.
13. **It is the responsibility of each team to keep track of a score book. If a team is caught batting out of order, it is an automatic out.**
14. **If time allows between games, coaches are asked to help rake the field, but not if game is delayed as a result.**

EQUIPMENT

15. All bases are at sixty (60) feet apart. SAFETY BASES will be used.
16. Batting helmets with face guards and chin straps are mandatory.
17. All infield players MUST wear face mask. Umpire to stop play until they are worn, or player must be removed from position.
18. No baseball bats allowed.
19. Pants or shorts may be worn.
20. No Steel/Metal Spikes Allowed.
21. Optic 12" yellow softball will be used.

FIELDING

22. Time out can only be called by a player with the ball who is inside or near the baseline. It cannot be called while a play is still in progress.
23. Eight (8) players are required to start a game. It is an out if 9th batter does not bat. Teams can play ten (10) or nine (9) players, but NO infield rover. Outfielders must be positioned on the grass.
24. Infield fly rule will be used and is a judgment call by umpire. **(Only used when 0, 1 outs and runners on first and second and/or third).**
25. If a catcher is on base with two (2) outs, player must be substituted by player who made the last out. **Pitcher can be substituted if so chosen. No other player can be substituted for unless in the case of an injury.**
26. Home plate is closed. Can get runner out who is between 3rd and home. If runner has crossed home, she can go back to 3rd.
27. No infield practice is allowed. Warm up before a game must be behind the bases or in the outfield.
28. On any fair batted ball, either the white or orange safety bag can be used by the defense or runner if an errant throw pulls defense off the bag.
29. **If there is not a play, defensive players shall not stand in the base paths or near the base. Offensive player must be given path to run.**
30. Coaches are not allowed on the field and must remain near the dugout door.

PITCHING

31. Pitchers may only pitch three (3) innings. One (1) pitch thrown constitutes an inning.
32. New pitchers will get five (5) warm up pitches to start the game and three (3) warm up pitches between innings.
33. Pitchers motion MUST start with both feet contacting the rubber which is forty (40) feet from home plate.
34. If a pitcher hits 3 batters during a game, that pitcher must be removed from pitching. The ball must hit batter in the air. A ball that hits the ground first does not count against the pitcher in this case.
35. If pitched ball hits batter in the air, dead ball and the batter is awarded first base. If bounces, batter must make attempt to move out the way, if not, base is NOT awarded.

DGIL RULES & Instructions - B LEAGUE

OFFENSE

36. Teach players to not pound the bat on home plate.
37. Batter has max of 10 seconds between pitches to be in the batter's box and be ready for the next pitch. Batter should take no more than 1 step away from the plate.
38. A base runner that passes another base runner on the base paths is automatically out and other runners must go back to previous base.
39. Bunting and stealing are allowed, however, home plate is closed. Player may not advance home unless: a batted ball or a walk. More than one base is allowed on a steal.
40. If the batter shows a bunt, player may NOT swing away. If the batter swings, it is an out.
41. Teams will bat their entire roster and no player can sit out consecutive innings.
42. On dropped 3rd strike runner can take 1st base. Out if more than 4 steps are taken and not toward 1st base. Umpire discretion, must call out immediately. Only with bases loaded and 2 outs, can the batter advance to first as well as any base runners can advance one base on a dropped third strike. A pitch that bounces and the catcher fields it cleanly is not considered a dropped pitch. Catcher may throw to first baseman using the orange safety bag to make play.
43. Coaches may not contact runners as they are running the bases while a play is in progress.
44. Runners cannot lead off until the ball leaves the pitcher's hand.
45. MUST slide at home or any base where there is a close play, umpire discretion. If a play at home, the batter must move out of the way if able.
46. If batter throws the bat and makes contact with the catcher or the umpire, umpire can make decision to call the batter out. May issue warning on first instance.