

DGIL RULES & Instructions - D LEAGUE

EQUIPMENT

1. Games to be played at 5:30 & 6:45.
2. Flip for home team, disregard schedule.
3. All games will be one hour fifteen (1:15) minute.
4. An 11" "softie" ball will be used.
5. Catcher will wear all equipment when playing the position. To speed up play, have the catcher ready before the next inning if possible.
6. Shorts or pants are allowed, shirts must be tucked in.
7. Bases will be forty-five (45') apart on F5 and sixty (60') on F1 & F4. Extra bases are provided if you wish to move in closer.
8. The pitching rubber will be thirty (30) feet from home plate. Coach may stand closer if needed.
9. All players on deck, batting or running the bases **MUST** wear a helmet (face guard-optional) and a chin strap.
10. If substitute players are required, you may borrow from another team, under no circumstance is a higher league player allowed.
11. On 3rd issue of conflict, parent / coach can be banned from complex.

FIELDING

1. Coaches (must be 16 years old) are allowed on the field to give instruction to the defensive players.
2. Under no circumstance is a coach to interfere with the play. If accidental, continue play.
3. All players **MUST** play the field every inning, no players are to sit on the bench.
4. No more than five (5) players will play on the infield before the ball is hit.
5. Players should be rotated to play most all the positions.
6. No player will play between home plate and pitchers mound before the ball is hit.
7. Each girl should play their position.
8. Defensive players shall not stand in the base paths.

PITCHING

1. A coach will pitch to their own team.
2. The player playing the pitching position will stand close to the coach and will field the ball on a hit. (Coach cannot touch the ball.)
3. If moving to C league next year, start teaching the girls how to pitch in your practices.

BATTING

1. Teach players to not pound the bat on home plate.
2. A base runner that passes another base runner on the base paths is automatically out and other runners must go back to previous base.
3. No walks, the batter must hit the ball.
4. **If after four (4) pitches the batter has not hit the ball, the batter MUST use a tee (kept readily available). Failure to follow this leads to slow play.**
5. Each team will bat three outs or five (5) runs, whichever occurs first.
6. Maximum five (5) runs per inning, when the team batting scores five (5) runs, switch sides.
7. If the fielder has yet to reach the ball and/or no attempt to throw, one (1) extra base may be taken. Once a fielder has the ball and makes an attempt to throw the play is over, assuming the batter-runner has reached first base. Otherwise one (1) base at a time per hit.
8. A ball hit over the fence on F5 is considered a home run.