

# DGIL RULES & Instructions - E LEAGUE

## EQUIPMENT

1. Games to be played at 5:30 & 6:45.
2. Teams decide who bats first. The goal is to have each team bat twice per game.
3. All games will be one hour (1:00).
4. An 11" "softie" ball will be used.
5. No player catcher, coach must be at the T-stand.
6. Shorts or pants are allowed.
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 / 35) feet from home plate.
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 1<sup>st</sup> or 2<sup>nd</sup> incident with coach / parent, game suspension may result. 3<sup>rd</sup> 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 player should play their own position.
8. Defensive players shall not stand in the base paths.

## PITCHING

1. T-Stands must be used the first half of the season. If a player's skill level warrants it, the coach may pitch to their own team. Max of (5) five pitches per batter.
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.)

## BATTING

1. Teach players to not pound the bat on home plate.
2. Should a base runner pass another base runner on the base paths, explain to the player and place on bases accordingly.
3. No walks, the batter must hit the ball.
4. Each team will bat their entire lineup, the last batter gets to run the bases.
5. 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.
6. A ball hit over the fence on F5 is considered a home run.