2027
DIAMOND YOUTH
SOFTBALL



OFFICIAL
RULES & REGULATIONS

★

dysusa.org

Diamond Youth Softball
2027 League Insurance

Endorsed By DYB, Inc

2027 Insurance Rates

Accident ($250,000) – No Deductible

DIVISION - Softball	RATE PER TEAM
Girls Softball (6 &under)	$15.55
Girls Softball (8 &under)	$18.45
Girls Softball (10 &under)	$20.25
Girls Softball (12 &under)	$21.95
Girls Softball (15 &under)	$34.80
Girls Softball (18 &under)	$59.55
General Liability ($2,000,000)	$48.84

Directors & Officers Liability

$377 flat charge per league - $1,000,000 Limit of Coverage
$497 flat charge per league - $2,000,000 Limit of Coverage

Crime Insurance ($25,000 Limit) - $500 Deductible

See Website for Rates - https://www.sadlersports.com/dyb/

Equipment Insurance - $500 Deductible

Limit is based on the Replacement Cost Value of 100% of Organization Owned Equipment

Fall Ball coverage is automatically included in the Accident & General Liability for no additional charge.

(Applies to same age groups insured in the spring)

Apply for Coverage Online and Print Your Proof of Coverage Documents, Certificates of Insurance for Property Owners, and Claim Forms Within Seconds!



John Sadler

SADLER
SPORTS & RECREATION INSURANCE

Email: dyb@sadlersports.com
www.sadlersports.com/dyb
Phone: 1-800-622-7370

©1999-2026 Sadler & Company Division of Specialty Program Group, LLC, All Rights Reserved

Diamond Youth Softball®

Table of Contents

Table of Contents	1
DYS Mission & Statement of Policy	2
State & National Directors	3
Operational & Non-Operational Control	4
DYS Child Protection Plan	5
Playing Field Dimensions Chart	6
1.00 The League	7
2.00 League Boundaries, Eligibility & Registration	8-11
3.00 Selection of Players	11
4.00 Player Age Limit and Birth Certificate	11
5.00 Team Sponsors	12
6.00 Conduct and Sportsmanship	12-13
7.00 DYS Tournament Regulations	13
8.00 Financial Responsibility	14
9.00 Team Eligibility Requirements	14
10.00 Player/Coach Eligibility Requirements	15-16
11.00 Tournament Team Roster Affidavit	16-17
12.00 6U Rules	18-20
13.00 8U Rules	21-23
14.00 10U Rules	23-24
15.00 12U Rules	24-25
16.00 15U-18U Rules	25
17.00 Player Offensive/Defensive Participation	26-28
18.00 Starting and Ending a Game	28-32
19.00 Pitching	32-33
20.00 Batting	33-34
21.00 Baserunning	34-35
22.00 Equipment	36-38
23.00 Uniforms	38-40
24.00 Regular-Season Protests	40-41
25.00 Tournament Play Protest Rules	41-43
26.00 Tournament Dates	44

"Train up a child in the way he should go and, when he is old, he will not depart from it."

Proverbs 22:6

DIAMOND YOUTH SOFTBALL®

"Where Community Meets Competition"

dysusa.org

William Wade, Commissioner
P.O. Box 1286 Wetumpka, Alabama 36092
334-265-0294 - william@dybusa.org

Jeff Speed, Deputy Commissioner – DYS
334-796-1172 - jeff@dysusa.org

Administrative Offices
P.O. Box 877 Marshall, TX 75671
903-927-2255 - softball@dysusa.org

Supply Center - dybstore.org

DYS Mission

To promote the development of strong character, a right attitude, a sense of responsibility, and citizenship in youngsters using the game of softball as a vehicle.

Official Statement of Policy

It is the policy of DYS to promote the development of strong character, a positive attitude, a sense of responsibility, and good citizenship in youngsters, using the game of softball as a vehicle. It is the purpose of DYS to achieve this goal through fair play, good sportsmanship, and congenial fellowship, with adult leaders providing a positive example while attempting to limit injuries caused by overexertion.

It is strictly against the policy of DYS for any person, either as a participant or a spectator, to engage in arguments, use abusive language, harass umpires, or exhibit any behavior that is not in keeping with the general intent of this policy statement. Team coaches are required to abide by this policy statement, and all parents and other adults are strongly encouraged to do so.

Diamond Youth Softball®

State Directors

AL	Ricky Phaturos	334-224-8027	aldyb.rp@gmail.com
AR	Mike Sherman	870-807-0326	mikes@kensdiscount.net
FL	Brian Cox	850-832-6009	floridadyb@gmail.com
GA	Stephen Waskey	706-554-5210	s.waskey@burkecounty-ga.gov
LA	Wesley Ryder	318-794-2417	lauicwryder@icloud.com
MS	Grant Williamson	601-754-1467	sgwupm@gmail.com
NC	Christa Willoughby	910-785-1617	cwilloughby@townofhopemills.com
SC	Shawn Taylor	803-387-8338	shawn.taylor@orangeburg.sc.us
TN	Tobi Vernon	615-332-4014	tobivernon.tndys@gmail.com
TX	Megan Knighton	936-425-6476	megan@dysusa.org
VA	D.D. Edwards	434-391-4843	volsknightsfan21@yahoo.com

National Directors

AL	Colby Reid	334-766-1117	c.reid@ozarkal.gov
AR	Heather Wylie	870-830-7544	recreation@stuttgartar.com
GA	Leah Clark	229-942-6831	leaheclark16@gmail.com
MS	Jason Wheeless	(601) 416-1810	jasonwheeless@bellsouth.net
SC	Marc Cameron	843-318-6965	cameronemt@yahoo.com
TN	Amanda Crutcher	615-456-4094	amanda@crutcherlaw.net
TX	Shaena Osteen	903-407-9450	sosteen15@yahoo.com
VA	Jesse Bishop	804-895-1691	jessebishop82@gmail.com

Diamond Youth Softball® ("DYS") is a non-discriminatory, community-based organization of DYB, Inc., which aims to promote fair play for all participants through the uniform adherence to DYS Official Softball Rules, Policies & Regulations. DYS is committed to equal opportunity and abides by all applicable federal, state, and local laws pertaining to nondiscrimination and fair practices. DYS does not and shall not discriminate on the basis of race, color, religion, ethnicity, or disability.

Operational and Non-Operational Control by Diamond Youth Softball®

All pre-season activities, regular-season, intra-league tournaments, and all other league activities; Diamond Youth Softball, a DYB, Inc. program, shall have no operational control responsibility over the following:

Premises-including, but not limited to, playing fields, practice fields, player dugouts, spectator areas, concession areas, parking areas, adjoining areas, and player or spectator entertainment areas, whether on or off-site.

Activities-including but not limited to preseason and off-season meetings and preparation, implementation of a child abuse/molestation risk management program, player registration tryouts, practices, games, intra-league tournaments, fundraising activities, banquets, team or league outings, and all other activities that are team or league-approved and travel to and from the above.

Actions-including all actions (including inactions) and decisions on a league or team level that are initiated by league or team officials, directors, administrators, or volunteers, including the selection of volunteers and league security.

Sanctioned all-star tournaments, including subdistrict, district, area, regional, state, and world series, Diamond Youth Softball and DYB, Inc. have no operational control or responsibility over the following:

Premises-including, but not limited to, practice areas, spectator areas, concession areas, player accommodations, and entertainment areas for players or spectators, whether on site or off site.

Activities- including but not limited to activities within housing, player, or spectator entertainment on or off-site, outings, and travel to and from the above.

Actions-including all actions (including inactions) or decisions initiated by the tournament host or by team volunteers or employees, including the selection of volunteers and tournament security.

- **DYS and DYB, Inc. have operational control and responsibility only to the extent of requiring that any violation of official rules and regulations will be corrected in accordance with the official rules and regulations.**
- **DYS and DYB, Inc. have joint operational control and responsibility with the tournament host over all game playing fields and dugout areas for all-star tournaments, including subdistrict, district, regional, state, and world series.**
- **DYS and DYB, Inc. are "all-volunteer" organizations with limited resources; and are not responsible for taking affirmative action to police all premises, activities, and actions for compliance with the official rules and regulations, except as outlined above.**

Diamond Youth Softball® Child Protection Plan

The "Protecting Young Victims from Sexual Abuse and Safe Sport Authorization Act of 2017" (the "Safe Sport Act") requires amateur sports organizations whose members include adults in regular contact with minor athletes to report suspected child abuse, including sexual abuse, to law enforcement within 24 hours. DYS requires all franchised softball leagues to comply with the Safe Sport Act and all applicable child-protection laws.

Child abuse/molestation, including verbal, physical, emotional, or sexual abuse, is unacceptable and contrary to the policies and mission of DYS. DYS provides a Child Protection Plan designed to reduce the risk of abuse and requires every franchised league to adopt and implement the DYS Child Protection Plan or a similar comprehensive plan.

Each league is responsible for the screening and supervision of its managers, coaches, volunteers, and other adults who have repetitive access to or close contact with minor athletes. The adopted plan must require criminal background checks that include the National Criminal Database and National Sex Offender Registry, as well as applicable state and county databases in all 50 states.

DYS has no operational control over the security or selection of volunteers of independent leagues. Accordingly, each franchised league is solely responsible for implementing its child protection plan and shall indemnify and hold harmless DYS from claims or legal actions arising from child abuse/molestation allegations involving the league, its teams, tournaments, or other activities.

Playing Field Dimensions Chart

AGE	BASES	FENCES	BOX	RUBBER
6U	60'*	150'-180'	6' X 3'	35'
8U	60'	180'-200'	6' X 3'	35'
10U	60'	180'-200'	7' X 3'	35'
12U	60'	180'-200'	7' X 3'	40'
15U	60'	180'-200'	7' X 3'	43'
18U	60'	180'-200'	7' X 3'	43'

STATE/LEAGUE OPTION: 50' bases may be used in 6U.

AGE	INNINGS	RUN RULES	BATTING/ROSTER
6U	5	15 after 3* 10 after 4	Continuous order, 11 players required
8U	5	15 after 3* 10 after 4	Continuous order, 11 players required
10U	6	15 after 3* 10 after 4 8 after 5	Continuous order, 11 players required
12U	6	15 after 3* 10 after 4 8 after 5	Continuous order, 11 players required
15U	7	12 after 4 10 after 5 8 after 6	9-person order, Min 10 players – Max 15 players
18U	7	12 after 4 10 after 5 8 after 6	9-person order, Min 10 players – Max 15 players

***15 Run Rule: Provided all players have batted. STATE OPTION: All players do not have to bat.**

NO DH/FLEX allowed.

A faceguard attached to the batting helmet is required in all age divisions of DYS.

Diamond Youth Softball® Regulations

1.00 The League

1.01 The league is the smallest unit of organization and shall be governed by those active in the program, including officers, directors, coaches, umpires, sponsors, and player agents, who are responsible for the operation of the league. The community aspect of the program shall be maintained and encouraged.

1.02 Each league or group of leagues shall operate within a single approved boundary, adopt local rules and regulations governing the operation of the league or leagues, and elect officers to manage league operations. Local leagues may not adopt administrative rules or regulations that conflict with the Diamond Youth Softball Official Rules and Regulations.

1.03 Leagues shall be assigned to districts within a state and shall operate under the direction of a District Director. All District Directors and State Directors shall operate under the direction of the National Commissioner.

1.04 No District Director, State Director, National Director, or designated Tournament Director shall have the authority to add, change, waive, or suspend any current rule or regulation, or to permit the violation of any rule or regulation, except as specifically authorized by these rules.

1.05 The annual franchise fee shall be fourteen dollars ($14.00) per team. All leagues shall pay the same franchise fee, and no exceptions shall be granted.

1.06 The state registration fee shall be fifty-five dollars ($55.00) per league, which includes a five-dollar ($5.00) national administration fee. The state registration fee shall be paid with the annual national franchise fees.

1.07 Each league's annual franchise renewal form and all applicable franchise fees shall be submitted to the National Office on or before April 1. Franchise renewals postmarked after April 1 shall be subject to a fifty-dollar ($50.00) late penalty. The late penalty must be paid before the District Credentials Meeting in order for the league to participate in any Diamond Youth Softball-sanctioned tournament.

2.00 League Boundaries, Eligibility, and Registration

2.01 Each league shall submit an actual boundary within which it will select its players for approval by the District Director and State Director. New leagues establishing boundaries and existing leagues altering their boundaries must receive approval from the District Director and State Director before the establishment of a new boundary or the modification of an existing boundary. An updated copy of a league's approved boundary shall be furnished to the District Director and/or State Director upon request.

2.02 Two or more leagues operating under separate boards of directors may operate within the same boundary or an overlapping boundary area shown on their approved boundary maps, provided there is a written agreement between the leagues and approval by the State Director.

2.03 A player who becomes a member of a league may continue to participate in that league if:

(a) The player's legal residence (domicile) changes after the player has become a member of the league; or

(b) The player's residence falls outside the league's boundary because of a subsequent revision of the league boundary.

In either scenario, the player may choose to stay in the league where she played in the previous season or may move to the new league whose boundaries include her current residence. This choice must be made when registering for the upcoming season. After the player selects a league, she must remain in that league, except as otherwise provided in Regulation 2.06

2.04 A player shall be considered a member of the league in which her permanent legal residence (domicile) is located, provided that residence is within the league's approved boundary. This provision also applies to players acquired pursuant to Regulations 2.06 and 2.07. A player shall remain a member of that league unless she establishes a new permanent legal residence within the approved boundary of another DYS league or unless otherwise provided by these rules.

2.05 The State Board of Directors shall have exclusive authority to determine the proper boundary for eligibility purposes when a player's parents claim ownership or rental of residences located within more than one league boundary.

2.06 A player for whom a court has appointed a custodial parent or legal guardian may participate in a local league and be eligible for tournament play in either the league within the custodial parent's boundary or the league within the non-custodial parent's boundary. Under no circumstances may the player participate in both leagues.

If the custodial and non-custodial parents are unable to agree upon the league in which the player shall participate, the State Board of Directors shall have exclusive authority to determine the proper boundary for tournament eligibility purposes.

2.07 A player may participate in local league play and be eligible for tournament play in either:

(a) The league within the boundary of her legal residence; or

(b) The league within the boundary where she attends a public or private school, excluding home schools, as of January 1 of the current school year.

A player may not move back and forth between the league of residence and the league in which she attends school. Once a player registers and is accepted by the school-based league, she shall remain in that league.

EXCEPTION: A player who exercises the school option shall remain eligible to use the school option again if she subsequently moves her physical address into another Diamond Youth Softball league boundary. A completed DYS School Verification Form must be submitted with the Tournament Team Affidavit at the District Credentials Meeting when a player is exercising the school option.

2.08 If a franchised DYS league does not have sufficient players to form a team in 6U, 8U, 10U, 12U, 15U, and/or 18U, the State Director may authorize a player who registered with that league to participate in league and tournament play with an adjoining league.

Such approval must be in writing and shall apply only to the current season. Approval shall be granted on a season-by-season basis through the required application process.

The player shall return to her league of legal residence the following season unless subsequent approval is granted by the State Director.

NOTE: A player who did not register with her league of legal residence shall not be eligible to receive this approval.

2.09 Each league shall file a roster of all players, managers, and coaches for each team through the online rostering system on or before May 1st.

2.10 Only players whose biological sex at birth is female shall be eligible to participate in Diamond Youth Softball.

2.11 An eligible player becomes subject to the DYS Rules and Regulations upon registering with a league for the current season.

A player who registers and participates in a DYS league shall be eligible for tournament play only if she meets the applicable league boundary requirements of these regulations, including the exceptions provided in Regulations 2.06, 2.07, and 2.08.

A player who does not meet the applicable eligibility requirements shall be designated an **ineligible player** for tournament eligibility purposes.

The parent or legal guardian of the player shall be responsible for determining whether the player is eligible to participate on any of the league's tournament teams under DYS Rules and Regulations.

2.12 A player shall not register and participate with two (2) different DYS franchised leagues during the same season. **PENALTY:** The player shall be declared ineligible for DYS tournament play.

2.13 A league that registers and permits a player who does not reside within its approved boundary, or who does not meet the requirements of Regulation 2.07, to participate in league play shall not permit that player to participate on the league's tournament team under any circumstances.

No waivers or releases shall be permitted for any reason.

All league officials, including coaches and volunteers, shall be responsible for determining whether a player is eligible to participate on a league tournament team under DYS Rules and Regulations.

PENALTY: The player shall be ineligible to participate on any of the league's tournament teams. If an ineligible player is placed on a league tournament team roster, the player shall be subject to disqualification and removal from the team upon protest.

2.14 A league determined by the state organization to have willfully or deliberately violated DYS eligibility regulations may be placed on probation. Continued or repeated violations may subject the league to additional

disciplinary action, up to and including revocation of its franchise, upon recommendation of the State Board of Directors.

2.15 A maximum of three (3) managers/coaches may be registered on each 10U, 12U, 15U, and 18U team. A maximum of four (4) managers/coaches may be registered on each 6U and 8U team. Only registered managers and coaches shall be eligible to manage or coach DYS tournament teams.

2.16 Each league shall determine its own method for selecting managers and coaches. All managers and coaches shall be adults at least eighteen (18) years of age.

In accordance with the Safe Sport Act (Federal Law 115-126), all managers and coaches must successfully complete a third-party criminal background check that searches the National Criminal Database, the National Sex Offender Registry in all fifty (50) states, and applicable state and county databases.

A subsequent background check should be conducted at least every three (3) years, or more frequently if required by the league.

3.00 Selection of Players

3.01 Each league shall determine its own method for selecting players for team rosters and shall adopt rules governing the replacement of players on team rosters.

4.00 Player Age Limit and Birth Certificate

4.01 The age determination date for a DYS player shall be the player's actual age as of August 31 of the previous calendar year.

4.02 Each league president shall be responsible for ensuring that no player exceeds the applicable league age and that acceptable proof of age is available upon request.

One of the following documents shall be accepted as proof of age:

(a) A birth certificate issued by a governmental agency bearing a raised or affixed seal and accepted as legal proof of age;

(b) A hospital certificate issued at the time of birth;

(c) A baptismal certificate issued within the first six (6) years after birth that shows the player's actual date of birth; or

(d) An unexpired passport issued by the United States Government.

NOTE: A legible copy of one of the above documents may be accepted if the copy contains a statement certifying that it is an exact and true copy of the original and is signed by the player's parent or legal guardian.

5.00 Team Sponsors

5.01 No firm or company who's advertising primarily promotes the sale or use of alcoholic beverages or tobacco products, including vaping devices and e-cigarettes, shall be permitted as a sponsor of the DYS program, either locally or nationally. Such advertising shall not be displayed in connection with the DYS program.

6.00 Conduct and Sportsmanship

6.01 Members of a team shall not ride, kid, heckle, ridicule, or otherwise engage in conduct that, in the judgment of the umpire, distracts the opposing team.

A player shall not throw a bat, helmet, or other equipment in anger, frustration, or disgust.

PENALTY: The offending player, manager, or coach shall be removed from the game. Managers and coaches shall also be removed from the dugout for the remainder of the game.

6.02 Local leagues, and the Tournament Director during tournament play, shall have the authority to prohibit the use of noisemakers.

6.03 The use or possession of any alcoholic beverage or tobacco product, including vaping devices and e-cigarettes, within the confines of the playing field, dugout, or bench by any manager, coach, player, umpire, or league official is prohibited. **PENALTY:** The offending manager, coach, player, umpire, or league official shall be removed from the game and from the dugout or playing area.

6.04 Local leagues, and the Tournament Director during tournament play, shall have the authority, as permitted by applicable local and state law, to remove or prohibit from league playing facilities any spectator who flagrantly displays unsportsmanlike conduct, uses profanity, or threatens physical harm to an umpire, player, manager, coach, league official, or other participant. This authority shall apply to all scheduled Regular-season and tournament games conducted at the league's playing facilities.

6.05 Local leagues shall have the authority to establish league rules providing for the suspension of managers and coaches for unsportsmanlike conduct or willful violations of local rules and regulations or DYS Rules and Regulations.

7.00 DYS Tournament Regulations

7.01 A sanctioned tournament is any level of tournament competition approved by DYS that permits each franchised league to enter a team in each age division at the first level of tournament play for the purpose of advancing to subsequent levels of sanctioned competition.

7.02 A host team shall not participate in any level of tournament competition below the level at which the team serves as the host.

7.03 The earliest date on which a sanctioned DYS tournament may begin shall be established by the applicable state organization.

7.04 Only tournament brackets and pool-play formats approved by the Commissioner may be used.

7.05 State organizations may advance more than one (1) team from any level of tournament play to the state tournament.

7.06 The Commissioner shall provide written procedures for advancing more than one (1) team from a tournament bracket and shall establish tie-breaker procedures for pool-play tournaments.

STATE OPTION: In pool play, a state organization may determine the order of finish solely by applying the approved tie-breaker rules. All participating teams must be notified in writing, before the tournament begins, that this option will be used.

7.07 No team shall be required to play more than three (3) games on the same day.

7.08 When an "if needed" game is required to determine a tournament champion, there shall be a minimum of one (1) hour of rest between games.

7.09 The Commissioner shall have the authority to waive any tournament rule deemed necessary to ensure completion of a tournament when delays occur because of inclement weather or other circumstances.

8.00 Financial Responsibility

8.01 Tournament hosts shall provide required insurance coverage to the District Director, State Director, or Commissioner, as applicable. Tournament teams shall provide required insurance coverage to the tournament credentials committee.

All hosts and teams participating in sanctioned or otherwise approved DYS tournament play shall provide evidence of insurance coverage meeting the following minimum requirements:

(a) Excess Accident: The tournament host and each tournament team shall be covered by an Excess Accident policy issued in the name of the respective organization with a medical limit of not less than $50,000.

For tournament teams, individual health insurance carried by parents for their children shall not satisfy this requirement.

For tournament hosts, coverage shall include all umpires, scorekeepers, employees, and volunteers.

(b) General Liability: The tournament host and each tournament team shall be covered by a General Liability policy issued in the name of the respective organization with an "each occurrence" limit of not less than $1,000,000 combined single limit for bodily injury and property damage.

The policy shall not provide claims-made coverage and shall not contain an exclusion for lawsuits arising from injuries to athletic participants.

If the tournament host or team does not obtain General Liability insurance through the approved DYS insurance program, the policy must name DYB, Inc. as an additional insured.

9.00 Team Eligibility Requirements

9.01 Each league shall be entitled to enter, in each age division, a tournament team selected from players who properly registered and participated in that league's regular-season program.

9.02 All tournament teams participating in a state tournament shall provide an acceptable digital group photograph of the team in uniform to the State Director before the beginning of state tournament play. The photograph shall include the team manager and only the required number of coaches.

10.00 Player/Coach Eligibility Requirements

10.01 Only players who have participated in a minimum of eleven (11) regular-season league games shall be eligible for tournament competition. **EXCEPTION**: The State Director may declare a player eligible, for good cause, even though the player has not participated in eleven (11) games. DYS strongly recommends that this exception be granted only for substantial reasons, including:

(a) Injury or illness substantiated by a physician's notarized statement;

(b) Weather conditions resulting in the postponement of games;

(c) A league beginning its season late and therefore being unable to complete a majority of its scheduled games before tournament play; or

(d) Other substantial circumstances determined by the State Director to justify an exception.

HIGH SCHOOL EXCEPTION: A junior varsity and/or varsity high school player participating in the 12U, 15U, or 18U division must participate in a minimum of six (6) regular-season league games. This exception may be granted only when roster documentation from the applicable state high school association is provided.

10.02 No manager or coach shall participate on more than one (1) DYS-sanctioned tournament team at the same time.

10.03 No player shall participate on more than one (1) DYS-sanctioned tournament team within the same league at the same time.

10.04 A player whom a league permits to play up in the next age division shall remain eligible to participate on her age-appropriate tournament team.

LEAGUE OPTION: A league may require that a player participate on the tournament team for the age division in which she was rostered and participated during the regular-season.

10.05 Under no circumstances shall a player be listed on the original Tournament Team Roster Affidavit of more than one (1) DYS tournament team during the same season. **EXCEPTION:** A player rostered under a specific league franchise number who participated on a DYS tournament team for that league may be used as a replacement player, if otherwise eligible, with the approval of the State Director, after the player's original tournament team has been eliminated from tournament competition.

10.06 Only managers, assistant managers, or coaches who served in that capacity during the regular-season shall be eligible to manage or coach a tournament team. Such individuals must be registered on their regular-season team rosters filed with the District and State Directors. The State Director may grant an exception to this requirement.

10.07 A player, replacement player, manager, or coach shall not miss a scheduled game in DYS tournament play because of participation in another tournament or because of travel delays resulting from participation in another tournament. **PENALTY:** Any player, replacement player, manager, or coach who violates this rule shall be declared ineligible for further tournament play and must be replaced.

10.08 A team shall not miss its first game at any level of DYS tournament play because of participation in another tournament for any reason. **PENALTY:** The team shall be immediately disqualified from DYS tournament play. Any advancement to the next level of competition shall be forfeited and passed to the next qualified team.

10.09 No DYS official, whether elected or appointed, shall serve as a Tournament Director or in any other official capacity in a tournament in which the official manages or coaches a participating team. This prohibition shall remain in effect even after the official's team has been eliminated from tournament competition.

10.10 A player listed on a Tournament Team Roster Affidavit who does not participate in any game at any level of tournament play for any reason, including injury or illness, must be replaced if the team advances to the next level of tournament competition.

11.00 Tournament Team Roster Affidavit

11.01 The Tournament Team Roster Affidavit shall be completed online by the league for each tournament team and printed in triplicate.

The league shall deliver three (3) signed originals of the Tournament Team Roster Affidavit to the District Director at the Credentials Meeting no less than seven (7) days before the team's first tournament game.

Each tournament team manager shall retain one (1) original of the properly completed and signed Tournament Team Roster Affidavit and shall have it available for inspection at all tournament games.

In addition to the Tournament Team Roster Affidavit, each team manager shall have a birth record and medical release form for each player listed on the affidavit.

The Tournament Team Roster Affidavit, medical release forms, birth records, proof of insurance, and DYS Coaches Background Check Form shall be submitted for inspection and approval by a Credentials Committee consisting of three (3) members, one (1) of whom may be the Tournament Director.

11.02 6U, 8U, 10U & 12U Tournament Team Roster Affidavits shall consist of eleven (11) players, one (1) manager, and two (2) coaches. **EXCEPTION:** 6U and 8U teams shall have four (4) coaches.

A minimum of eleven (11) players must be present for each game and must satisfy all applicable offensive and defensive participation requirements.

11.03 15U & 18U Tournament Team Roster Affidavits shall consist of a minimum of ten (10) and a maximum of fifteen (15) players, one (1) manager, and two (2) coaches.

11.04 The number of players listed on the original 15U or 18U Tournament Team Roster Affidavit shall establish the maximum number of players permitted on that tournament team.

Players may be replaced as permitted by these rules; however, additional players may not be added to the original roster limit.



12.00 6U Rules

6U shall be governed by National Federation of High Schools (NFHS) rules affecting game play, except as modified by the following regulations:

12.01 A regulation game shall consist of five (5) innings and shall be played with an eleven-inch (11") softball.

12.02 The pitching circle shall have a six-foot (6') radius, for a total diameter of twelve feet (12'), with the pitching rubber centered within the circle.

12.03 There shall be no restriction on an overthrow to first base. The batter-runner may advance at her own risk to any additional base or bases.

LEAGUE OPTION: A league may adopt restrictions governing an overthrow to first base during regular-season play.

12.04 LEAGUE OPTION: A league may establish an arc extending from the first-base line to the third-base line, measured ten feet (10') from home plate toward the infield. When this option is adopted, the batter and all runners shall be permitted to advance only one (1) base, subject to being put out.

12.05 A twenty-foot (20') line shall be established for outfielders behind the baselines. Outfielders shall remain behind this line until the ball is put in play.

12.06 A maximum of ten (10) defensive players may be on the field, including six (6) infielders.

12.07 Bunting and slapping are prohibited. **PENALTY:** If the batter bunts or slaps the ball into fair territory, the umpire shall immediately call "Time." No runners shall advance, and the batter shall be charged with a pitch and a strike.

12.08 A face shield is highly recommended for all infielders and is **mandatory** for the player-pitcher.

12.09 The offensive participation requirement shall be a continuous batting order.

12.10 6U shall be coach-pitch. The batter shall receive a maximum of five (5) pitches or three (3) strikes.

TOURNAMENT PLAY: 6U tournament play shall be coach-pitch.

LEAGUE OPTION: A league may use T-ball, with the batter receiving three (3) swings.

12.12 The infield fly rule shall not be in effect.
12.13 The dropped third strike rule shall not be in effect.
12.14 LEAGUE OPTION: A league may adopt a rule ending an inning when the tenth (10th) batter's turn at bat has been completed.
12.15 STATE OPTION: A state organization may adopt a rule limiting a team to a maximum of seven (7) runs per half inning, except during the fifth (5th) inning of District and/or State Tournament play. After the fifth inning, the seven-run maximum shall apply for the remainder of the game.
LEAGUE OPTION: Leagues may adopt this rule for regular-season play.
12.16 The catcher shall squat behind home plate in a direct line with the coach-pitcher.
12.17 One-way electronic communication from the dugout to the catcher shall not be permitted in 6U.
12.18 The catcher shall wear full catching equipment.
12.19 Infielders shall not be positioned closer than forty feet (40') from home plate before the ball is hit. **PENALTY:** The offensive team shall have the option of accepting the result of the play or nullifying the play and having a "no pitch" declared.
12.20 The umpire shall not call "Time" until the ball is under the control of a defensive player in the infield and, in the umpire's judgment, the play has come to a natural end or standstill.
12.21 With runners on base, the umpire shall call "Time" after each play has reached a natural end.
12.22 If a runner has passed a base before the player-pitcher gains control of the ball in the designated pitching circle and does not stop, the runner may advance to the next base at her own risk.
12.23 The defensive team shall position a player-pitcher in the designated pitching circle. A chalked or painted line shall be drawn completely across the circle at thirty-five feet (35') from home plate.
12.24 The player-pitcher shall not interfere with the coach-pitcher and shall not be positioned closer to the batter than the thirty-five-foot (35') line until the ball is hit. The player-pitcher shall remain within the designated pitching circle until the ball is hit. **PENALTY:** The offensive coach shall have the option

of accepting the result of the play or nullifying the play and having a "no pitch" declared.

12.25 The coach-pitcher shall deliver the pitch from within the designated pitching circle and shall keep both feet within the circle until the pitch is released.

NOTE: The coach-pitcher is not required to pitch from the pitching rubber or from a designated halfway point within the pitching circle. If one foot is within the circle and any part of the other foot is touching the chalk or painted line outlining the circle at the time the pitch is released, the coach-pitcher shall be considered within the circle. **PENALTY:** If the coach-pitcher fails to remain within the circle during delivery, the umpire shall declare a violation. The defensive team shall have the option of accepting the result of the play or having a "no pitch" declared.

12.26 After the ball is hit into play, the coach-pitcher shall exit the playing area behind the runner or away from the developing play to avoid interference. **PENALTY:** If the umpire determines that interference occurred, the batter shall be declared out, and all runners shall return to the bases they occupied at the time of the pitch.

The coach-pitcher shall receive a warning. A second occurrence during the same game shall result in the removal of the coach-pitcher from the pitching area to the dugout for the remainder of the game. The coach-pitcher shall remain outside the playing area until the ball has been declared dead.

12.27 If the coach-pitcher is struck by a batted ball, the ball shall be declared dead and a "no pitch" shall be called.

12.28 The coach-pitcher may coach or position the batter only before delivery of the pitch. The coach-pitcher shall not coach baserunners. **PENALTY:** A warning shall be issued for the first offense. A second offense during the same game shall result in the removal of the coach-pitcher from the pitching area to the dugout for the remainder of the game.

13.00 8U Rules

8U shall be governed by National Federation of High Schools (NFHS) rules affecting game play, except as modified by the following regulations:

13.01 A regulation game shall consist of five (5) innings and shall be played with an eleven-inch (11") softball.

13.02 The pitching circle shall have a six-foot (6') radius, for a total diameter of twelve feet (12'), with the pitching rubber centered within the circle.

13.03 There shall be no restrictions on an overthrow to first base.

13.04 LEAGUE OPTION: A league may establish an arc extending from the first-base line to the third-base line, measured ten feet (10') from home plate toward the infield. When this option is adopted, the batter and all runners shall be permitted to advance only one (1) base, subject to being put out.

13.05 A twenty-foot (20') line shall be established for outfielders behind the baselines. Outfielders shall remain behind this line until the ball is put in play.

13.06 A maximum of ten (10) defensive players may be on the field, including six (6) infielders.

13.07 Bunting and slapping are prohibited. **PENALTY:** If the batter bunts or slaps the ball into fair territory, the umpire shall immediately call "Time." No runners shall advance, and the batter shall be charged with a pitch and a strike.

13.08 A face shield is highly recommended for all infielders and is **mandatory** for the player pitcher.

13.09 The offensive participation requirement shall be a continuous batting order.

13.10 8U shall be coach-pitch. The batter shall receive a maximum of five (5) pitches or three (3) strikes.

13.11 Stealing is not permitted.

13.12 The infield fly rule shall not be in effect.

13.13 The dropped third strike rule shall not be in effect.

13.14 STATE OPTION: A state organization may adopt a rule limiting a team to a maximum of seven (7) runs per half inning, except during the fifth (5th) inning of District and/or State Tournament play. After the fifth inning, the seven-run maximum shall apply for the remainder of the game.

13.15 The catcher shall squat behind home plate in a direct line with the coach-pitcher and shall wear full catching equipment.
13.16 One-way electronic communication from the dugout to the catcher shall not be permitted in 8U.
13.17 Infielders shall not be positioned closer than forty feet (40') from home plate before the ball is hit. **PENALTY:** The offensive team shall have the option of accepting the result of the play or nullifying the play and having a "no pitch" declared.
13.18 The umpire shall not call "Time" until the ball is under the control of a defensive player in the infield and, in the umpire's judgment, the play has come to a natural end or standstill.
13.19 With runners on base, the umpire shall call "Time" after each play has reached a natural end.
13.20 If a runner has passed a base before the player-pitcher gains control of the ball in the designated pitching circle and does not stop, the runner may advance to the next base at her own risk.
13.21 A runner who has left a base before the pitcher has gained control of the ball may continue to advance at the risk of being put out.
13.22 The defensive team shall position a player-pitcher in the designated pitching circle. A chalked or painted line shall be drawn completely across the circle at thirty-five feet (35') from home plate.
13.23 The player-pitcher shall have at least one (1) foot inside the designated pitching circle and may be positioned to the left or right of the coach-pitcher or behind the coach-pitcher. The player-pitcher shall not interfere with the coach-pitcher and shall not be positioned closer to the batter than the thirty-five-foot (35') line until the ball is hit. The player-pitcher shall remain within the designated pitching circle until the ball is hit. **PENALTY:** The offensive coach shall have the option of accepting the result of the play or nullifying the play and having a "no pitch" declared.
13.24 The coach-pitcher shall deliver the pitch from within the designated pitching circle and shall keep both feet within the circle until the pitch is released.
NOTE: The coach-pitcher is not required to pitch from the pitching rubber or from a designated halfway point within the pitching circle. If one foot is within

the circle and any part of the other foot is touching the chalk or painted line outlining the circle at the time the pitch is released, the coach-pitcher shall be considered within the circle. **PENALTY:** If the coach-pitcher fails to remain within the circle during delivery, the umpire shall declare a violation. The defensive team shall have the option of accepting the result of the play or having a "no pitch" declared.

13.25 After the ball is hit into play, the coach-pitcher shall exit the playing area behind the runner or away from the developing play to avoid interference. **PENALTY:** If the umpire determines that interference occurred, the batter shall be declared out and all runners shall return to the bases they occupied at the time of the pitch.

The coach-pitcher shall receive a warning. A second occurrence during the same game shall result in the removal of the coach-pitcher from the pitching area to the dugout for the remainder of the game.

The coach-pitcher shall remain outside the playing area until the ball has been declared dead.

13.26 If the coach-pitcher is struck by a batted ball, the ball shall be declared dead and a "no pitch" shall be called.

13.27 The coach-pitcher may coach or position the batter only before delivery of the pitch. The coach-pitcher shall not coach baserunners. **PENALTY:** A warning shall be issued for the first offense. A second offense during the same game shall result in the removal of the coach-pitcher from the pitching area to the dugout for the remainder of the game.

14.00 10U Rules

10U shall be governed by National Federation of High Schools (NFHS) rules affecting game play, except as modified by the following regulations:

14.01 A regulation game shall consist of six (6) innings and shall be played with an eleven-inch (11") softball.

14.02 The pitching circle shall have an eight-foot (8') radius, for a total diameter of sixteen feet (16'), with the pitching rubber centered within the circle.

14.03 The offensive participation requirement shall be a continuous batting order.

14.04 A runner may attempt to steal after the pitch has left the pitcher's hand.

14.05 The infield fly rule shall be in effect.
14.06 The dropped third strike rule shall not be in effect.
14.07 A maximum of ten (10) defensive players may be on the field, including six (6) infielders.
14.08 Bunting and slapping are permitted.
14.09 The fake bunt/swing-away tactic shall not be permitted.
Once the batter squares to bunt, she may:

(a) Pull the bat back and take the pitch; or

(b) Attempt to bunt the ball.

PENALTY: The batter shall be declared out.
14.10 A face shield is highly recommended for pitchers and infielders.
14.11STATE OPTION: A state organization may adopt a rule limiting a team to a maximum of seven (7) runs per half inning, except during the sixth (6th) inning of District and/or State Tournament play. After the sixth inning, the seven-run maximum shall apply for the remainder of the game.
LEAGUE OPTION: Leagues may adopt this rule for regular-season play.

15.00 12U Rules

12U shall be governed by National Federation of High Schools (NFHS) rules affecting game play, except as modified by the following regulations:

15.01 A regulation game shall consist of six (6) innings and shall be played with a twelve-inch (12") softball.
15.02 The pitching circle shall have an eight-foot (8') radius, for a total diameter of sixteen feet (16'), with the pitching rubber centered within the circle.
15.03 A runner may attempt to steal after the pitch has left the pitcher's hand.
15.04 The infield fly rule shall be in effect.
15.05 The dropped third strike rule shall be in effect.
15.06 Nine (9) defensive players shall be on the field.
15.07 The fake bunt/swing-away tactic shall not be permitted.
Once the batter squares to bunt, she may:

(a) Pull the bat back and take the pitch; or

(b) Attempt to bunt the ball.

PENALTY: The batter shall be declared out.

15.08 Slapping is permitted.
15.09 A face shield is highly recommended for pitchers and infielders.
15.10 STATE OPTION: A state organization may adopt a rule limiting a team to a maximum of seven (7) runs per half inning, except during the sixth (6th) inning of District and/or State Tournament play. After the sixth inning, the seven-run maximum shall apply for the remainder of the game.
LEAGUE OPTION: Leagues may adopt this rule for regular-season play.

16.00 15U–18U Rules

15U and 18U shall be governed by National Federation of High Schools (NFHS) rules affecting game play, except as modified by the following regulations:
16.01 A regulation game shall consist of seven (7) innings and shall be played with a twelve-inch (12") softball.
16.02 A face shield is highly recommended for pitchers and infielders.
16.03 During 15U and 18U regular-season and tournament play, substitution and re-entry shall be governed by NFHS rules. **EXCEPTION:** The Designated Hitter (DH) and Designated Player/Flex (DP/Flex) options shall not be permitted.



17.00 Player Offensive/Defensive Participation

6U, 8U, 10U & 12U Divisions Only

17.01 Offensive Participation Requirements:

11-Player Batting Order: At the start of every tournament game, each team shall list all 11 players on the official tournament roster in its batting order. Teams shall bat in this order continuously throughout the game.

Any player who is absent at the start of the game shall be placed at the bottom of the batting order. An **OUT** shall be recorded each time the absent player's position in the batting order comes to bat.

NOTE 1	An **OUT** shall be recorded for a player who is ejected during the game. If, at any time during the game, a team has fewer than 11 available players, an **OUT** shall be recorded each time the batting order reaches the position of a missing player.
NOTE 2	A player who misses a time at bat due to injury or illness shall be skipped, and no **OUT** shall be recorded. A player removed from the game due to injury or illness may return to the game if otherwise eligible.
NOTE 3	If a batter is injured while at bat, the next batter in the batting order shall assume the injured batter's count.
NOTE 4	If a runner becomes injured or ill while on base, a courtesy runner shall replace the injured or ill player in accordance with Rule 21.01.
NOTE 5	If a player is unable to participate in any remaining games of a tournament due to a serious injury sustained during a tournament game, including, but not limited to, a broken bone, dislocated shoulder, dislocated hip, or hospitalization, no **OUT** shall be recorded for that player for the remainder of the tournament. The manager shall replace the player or accept an **OUT** in subsequent levels of tournament play.

17.02 Defensive Participation Requirements:

Regular-Season: All players shall complete three (3) consecutive outs on defense in each game played by their team. All defensive participation requirements must be completed by the end of the 4th inning in 6U and 8U and by the end of the 5th inning in 10U and 12U.

PENALTY (Regular-Season): If the winning team violates this rule, the team shall forfeit the game, provided the opposing manager files a protest within the 15-minute time limit allowed for such protest. The umpire-in-chief shall declare a forfeit for any team that intentionally allows the opposing team to score for the purpose of extending the game to satisfy the player participation requirement. If both teams violate the rule, both teams shall forfeit the game.

LEAGUE OPTION: Leagues may adopt local rules requiring more than one defensive inning of participation and one complete time at bat.

Tournament Play: All players shall complete three (3) consecutive outs on defense in two (2) different innings in each game played by their team. All defensive participation requirements must be completed by the end of the 4th inning in 6U and 8U and by the end of the 5th inning in 10U and 12U.

PENALTY (Tournament Play): The team manager shall be disqualified for the remainder of the game and the next game played by the team in the tournament or series, provided the opposing manager files a protest within the 15-minute time limit allowed for such protest.

17.03 Defensive Substitutions: Players may enter the game defensively only at the beginning of their team's defensive inning, except when replacing a player who is injured, ill, or ejected, or when entering the game during a pitching change.

17.04 Failure to Meet Participation Requirements: All substitutions shall be reported to the official scorer. If, after being notified by the official scorer or a DYS official that a player has not met the required participation, the manager refuses to insert the player into the defensive lineup, the official scorer shall notify a DYS official, and the player shall be inserted into the game.

PENALTY: The team manager shall be removed from the team immediately and disqualified for the remainder of the current tournament season.

NOTE: These penalties shall apply to both teams, even if the bottom half of the final inning is not required. The only exceptions are when the game is declared a regulation game but is not completed because of the 10-run or 15-run rule, or when a team concedes the game before all available players have participated.

18.00 Starting and Ending a Game

18.01 Before the scheduled time to begin a game, the managers of the opposing teams shall follow this routine in sequence:

(a) The home team manager and the visiting team manager shall give the batting order in duplicate to the official scorer.

(b) Next, the official scorer shall make certain that the original and duplicate copies are the same, then provide a copy of the batting order to the opposing manager. The original copy retained by the official scorer shall be the official batting order.

(c) As soon as the umpire-in-chief enters the playing field, the umpires shall assume control of the playing field and shall have sole authority to determine when a game shall be called, suspended, halted, or resumed because of weather or playing-field conditions. In tournament play, the umpires shall coordinate all decisions regarding the suspension and resumption of play with the Tournament Director.

18.02 The players of the home team shall take their defensive positions, the first batter of the visiting team shall take a position in the batter's box, the umpire shall call "Play," and the game shall begin.

18.03 When the ball is put in play at the start of, or during a game, all defensive players other than the catcher shall be in fair territory.

(a) The catcher shall be stationed behind the plate in the catcher's box.

(b) The pitcher, while in the act of delivering the ball to the batter, shall assume the legal pitching position.

(c) Except for the batter or runner attempting to score, no offensive player shall cross the catcher's lines when the ball is in play.

18.04 Defensive Timeouts: 10U, 12U, 15U & 18U - A second timeout during the same inning by a manager or coach while the same pitcher is on the mound will result in the automatic removal of that pitcher from the mound, and the removed pitcher may not pitch again until the next inning.

18.05 Defensive Timeouts: 6U & 8U - A manager or coach shall be entitled to talk with their team once during the same inning without penalty. On the second request for time during the same inning, the manager shall be restricted to the dugout for the remainder of the game.

18.06 Offensive Timeouts: All age divisions - A team shall be permitted a maximum of three (3) offensive timeouts per inning to talk with a batter. The coach requesting a fourth timeout to talk to a batter in the same inning shall be removed from the field and restricted to the dugout for the remainder of the game.

18.07 The offensive team shall station two base coaches on the field during its time at bat, one near first base and one near third base. Base coaches shall remain within the base coaches' boxes and talk to members of their own team only. An offending base coach shall be removed from the base coaches' box.

18.08 Base coaches on the baselines shall be:

(a) Two (2) eligible players in uniform wearing protective helmets, or

(b) One (1) eligible player in uniform wearing a protective helmet and one (1) adult team manager or team coach presenting a professional appearance, including a matching team shirt. Shorts or pants are acceptable. Tennis shoes or cleats are acceptable. Sandals, flip-flops, or Crocs are not permitted; or

(c) Two (2) adult team coaches presenting a professional appearance, including matching team shirts. Shorts or pants are acceptable. Tennis shoes or cleats are acceptable. Sandals, flip-flops, or Crocs are not permitted.

18.09 Any conduct by a base coach that, in the umpire's judgment, is unsportsmanlike or constitutes a deliberate attempt to delay the game shall result in the following:

(a) If the offender is an adult, the offender shall be immediately removed from the game, the playing field, and its confines. NO WARNING IS REQUIRED.

(b) If the offender is a player, the player shall be immediately removed from the coaching box for the remainder of the game. NO WARNING IS REQUIRED.

NOTE: At least one adult coach must remain in the dugout at all times. This requirement may limit the number of adult coaches permitted to serve as base coaches. When necessary, one or two eligible players in uniform and wearing protective helmets shall serve as base coaches. Both base coaching boxes must be occupied whenever a team is on offense.

18.10 No manager, coach, or player shall at any time, whether from the bench or the playing field or elsewhere:

(a) Incite, or try to incite, by word or sign, a demonstration by spectators.

(b) Use language which will in any manner refer to or reflect upon opposing players, managers, coaches, an umpire, or spectators.

(c) Make intentional contact with the umpire in any manner.

18.11 When a manager, coach, or player is ejected from a game, they shall leave the field immediately and take no further part in the game. Managers and coaches may not sit in the stands or remain in the dugout. Players may remain in the dugout.

18.12 When the occupants of a player's bench show violent disapproval of an umpire's decision, the umpire shall first give a warning that such conduct must cease. PENALTY: If such action continues, the umpire shall order the offender(s) out of the game and away from the spectator's area.

18.13 HOW A TEAM SCORES:

(a) One run shall be scored each time a runner legally advances to and touches first, second, third, and home base before three (3) players are put out to end the inning.

EXCEPTION: A run is not scored if the runner advances to home base during a play in which the third out is made:

1. By the batter-runner before touching first base;

2. By any runner being forced out; or

3. By a preceding runner who is declared out because that runner failed to touch one of the bases, provided the out is made on a proper appeal.

(b) When the winning run is scored in the last half inning of a regulation game, or in the last half of an extra inning, as the result of a base on balls, hit batter, or any other play with the bases full that forces the runner on third base to advance, the umpire shall not declare the game ended until the runner forced to advance from third has touched home plate and the batter-runner has touched first base.

LEAGUE OPTION (1) - Games shortened because of curfew, rain, or other acts of God shall be considered regulation games provided both teams have batted four times, or, in the case of the home team, three times when the home team is leading.

LEAGUE OPTION (2) - Games shortened because of curfew, rain, or other acts of God before becoming regulation games shall be resumed from the point at which play was terminated.

TOURNAMENT PLAY: Games interrupted because of curfew, rain, or other acts of God before completion shall be resumed from the point at which play was suspended and shall be played to completion.

18.14 A league may establish a time limit for regular-season games to determine when a game becomes a regulation game, provided both teams have had an equal number of times at bat.

STATE OPTION: A time limit may be used for tournament play.

NOTE: No new inning may begin after the time limit has expired unless the game is tied. An inning ends when the third out is recorded. The next inning begins immediately thereafter. If the time limit expires while an inning is in progress, the inning shall be completed, or, if the home team is ahead, the half-inning shall end immediately.

18.15 Tied Games - If the score is tied at the end of a regulation game or when the time limit expires, the game shall continue for an additional inning or innings under the following tiebreaker procedure:

At the beginning of each additional inning, the last batter scheduled to bat in that team's half-inning shall be placed on second base as a runner. This procedure shall continue until one team scores more runs than the other at the end of a complete additional inning.

18.16 A game may be forfeited to the opposing team by the umpire-in-chief of the game in progress when a team:

(a) Being upon the field, refuses to start play within 10 minutes after the scheduled start time of the game, unless such delay, in the umpire's judgment, is unavoidable;

(b) Refuses to continue playing after being directed to do so by the umpire;

(c) Fails to resume play after the game was halted by the umpire within one minute after the umpire has called "Play";

(d) Fails within a reasonable time, on an umpire's order, to remove a player from the game;

(e) After a warning by the umpire, willfully and persistently violates any playing rules; or

(f) Employs tactics designed to delay, shorten, or extend the game.

18.17 A team failing to field at least nine (9) players within fifteen (15) minutes after the scheduled game time shall forfeit the game.

18.18 A game in progress shall be forfeited to the opposing team when either team is unable or refuses to place the required number of players on the field:

- 6U, 8U and 10U: Nine (9) players;
- 12U, 15U and 18U: Eight (8) players.

LEAGUE OPTION: A league may adopt provisions permitting a team to start or finish a game with fewer than the minimum number of players specified above.

19.00 Pitching

NO PITCHING RESTRICTIONS APPLY IN ANY AGE DIVISION.

19.01 Before delivering a pitch, the pitcher shall:

(a) Have possession of the ball in either the pitching hand or glove hand;

(b) Have both hands separated as she steps onto the pitcher's plate;

(c) Take her signs while on the pitcher's plate from the catcher or from the dugout.

During delivery, the pivot foot may slide across the pitcher's plate.

19.02 The pitch begins when the pitcher's hands come together. The pitcher may abort the delivery by stepping backward off the pitcher's plate with either foot.

19.03 The delivery must begin no less than one (1) second and no more than ten (10) seconds after the pitcher's hands come together.

19.04 PITCHER'S DELIVERY

(a) Windmill and slingshot pitching styles are permitted.

(b) The arm must move in an underhand motion.

(c) The pitcher may use backward movement of the pitching arm at the beginning of the delivery.

19.05 The pitcher may use either the Step Back or Start Back method of pitching. Before beginning the delivery, both feet must be on the ground within, or partially within, the twenty-four-inch (24") length of the pitcher's plate.

19.06 If the underhand arm motion is more than twelve inches (12") away from being parallel to the body, the pitch shall be considered a sidearm pitch. A "crow hop" is not permitted during the pitching delivery.

19.07 The pitcher may not stop her pitching motion before the ball leaves her hand.

19.08 If a pitcher stops her wind-up without releasing the ball, unless the umpire has called "Time," an illegal pitch shall be called. The batter shall be awarded a ball, and baserunners shall **NOT** advance one base.

No action by a batter, coach, or spectator shall cause a pitcher to be charged with an illegal pitch.

19.09 A pitcher shall not wear or use anything on the pitching arm, hand, or wrist that, in the umpire's judgment, is distracting to the batter.

Any sweatband worn on the pitching wrist or arm must be flesh-colored. The pitcher's uniform, equipment, and accessories shall be worn properly and in accordance with these rules.

19.10 The pitcher may request a different ball from the umpire at any time before beginning her pitch.

During wet conditions, a coach may request permission from the umpire to towel-dry the softball for the pitcher.

19.11 INTENTIONAL WALK 10U, 12U, 15U and 18U ONLY**:** If the pitcher desires to intentionally walk a batter, she may notify the umpire of her intention at any time during the batter's plate appearance. The intentional walk shall then be granted without requiring the pitcher to throw any pitches to the batter.

19.12 A pitcher may return to the pitching circle one (1) time at any point during the game.

20.00 Batting

20.01 Lineup cards shall be submitted to the official scorer before the start of the game and shall include the batting order and substitutions.

NOTE: A player removed from the game because of injury or illness may return to the game if otherwise eligible.

20.02 Batting out of order is an appeal play that may be made by the defensive team only while the ball is dead.

20.03 If a batting-order error is discovered while the incorrect batter is at bat, the correct batter shall take the incorrect batter's place and assume the existing count of balls and strikes. Any runs scored or bases advanced while the incorrect batter was at bat shall be legal.

20.04 If the batting-order error is discovered after the incorrect batter has completed the plate appearance and before a pitch is delivered to the next batter, the player who should have batted shall be declared out.

Any advance or score resulting from a ball batted by the improper batter, or from the improper batter's advance to first base on a hit, error, base on balls, or hit batter, shall be nullified.

The next batter shall be the player whose name follows the player who failed to bat.

If the batter declared out is the third out, the correct batter in the next inning shall be the player who would have been scheduled to bat had the players been retired by ordinary play.

20.05 If the batting-order error is discovered after the first pitch has been delivered to the next batter, the incorrect batter's plate appearance shall be considered legal. All runs scored and bases advanced shall be legal, and the next batter shall be the player whose name follows the incorrect batter.

20.06 No baserunner shall be removed from the base she occupies in order o to bat in her proper place. She simply loses her turn at bat without penalty. The batter following her in the batting order shall become the legal batter.

20.07 SLINGING THE BAT**:** After one warning per team for slinging the bat, any subsequent batter who slings the bat shall be declared out. The ball shall be declared dead, and no runners shall advance.

21.00 Baserunning

21.01 COURTESY RUNNER:

(a) A courtesy runner may be used only for the pitcher and catcher. The courtesy runner shall be the player in the batting lineup farthest from the batting position of the pitcher or catcher who is not currently on base.

EXCEPTION: If the player who would otherwise be selected as the courtesy runner is the pitcher or catcher, the next player in the batting lineup farthest from the batting position of the pitcher or catcher who is not on base shall be used.

(b) 6U and 8U**:** A courtesy runner may be used only for the catcher. The courtesy runner shall be the player in the batting lineup farthest from the catcher's batting position who is not on base.

PENALTY: The use of an improper courtesy runner is a continuing violation and may be protested at any time while the improper runner remains on base. Upon a successful protest, the improper runner shall be replaced by the correct courtesy runner. No other play or action occurring before the protest shall be nullified.

21.02 6U and 8U**:** Baserunners must remain in contact with the base until the ball is put in play.

PENALTY: If a runner leaves the base before the ball is put in play, the defensive team shall have the option of nullifying any portion of the play that occurred after the violation.

EXCEPTIONS:

- If the batter hits a ground-rule double, all runners shall advance two bases without liability to be put out.
- If the batter hits a fly ball over the fence, all runners shall be permitted to score.

21.03 10U, 12U, 15U and 18U**:** A baserunner may attempt to steal once the ball has left the pitcher's hand. **PENALTY:** If a runner leaves the base before the pitcher releases the pitch, the runner shall be declared out.

21.04 6U, 8U, 10U and 12U**:** A runner may not attempt a headfirst slide when attempting to reach the next base. **PENALTY:** The runner shall be declared out.

21.05 6U, 8U, 10U and 12U**:** A runner must slide or attempt to avoid contact with a fielder who has possession of the ball and is waiting to make a tag.

PENALTY: The ball shall be declared dead, and the runner shall be declared out. Other baserunners shall be awarded the bases they had reached, in the umpire's judgment, at the time the violation occurred.

21.06 LOOK-BACK RULE**:** NFHS Rule 8.7, the "Look-Back Rule," shall **not** apply in 6U and 8U DYS play.

The "Look-Back Rule" shall apply in 10U and 12U DYS play following a team warning issued upon the first occurrence.

22.00 Equipment

Diamond Youth Softball, DYB, Inc., and its officers and directors do not assume liability for any equipment, whether altered or unaltered, used in any DYS game or activity. Leagues or parents may require players to use additional safety equipment beyond the requirements established below at any level of play.

22.01 SOFTBALLS**:** All softballs used in Diamond Youth Softball play shall be optic yellow and shall have a COR of 0.47 or less. Temperature-treated softballs are illegal.

(a) The official softball for 6U, 8U and 10U shall be an eleven-inch (11") softball.

(b) The official softball for 12U, 15U and 18U shall be a twelve-inch (12") softball.

(c) Leagues may use either the eleven-inch (11") or twelve-inch (12") softball during regular-season play when combining the 10U and 12U divisions. In such games, a league may permit the 12U pitcher to use the twelve-inch (12") softball and the 10U pitcher to use the eleven-inch (11") softball during the same game.

22.02 LEGAL BATS: 6U–18U**:** All official softball bats authorized by the NFHS or another recognized national softball governing body are legal unless decertified by that organization.

22.03 Bat choke-up rings are permitted in 6U,8U,10U and 12U age divisions.

22.04 All bats must be unaltered official softball bats, round in shape, no more than thirty-four inches (34") in length, and no more than two and one-quarter inches (2¼") in diameter.

Required markings indicating that the bat is approved for "OFFICIAL SOFTBALL," "YOUTH SOFTBALL," and/or "FASTPITCH SOFTBALL" must remain legible throughout the bat's normal life.

Umpires shall inspect bats before the game. Illegal bats shall be removed from the dugout before the game begins.

The National Federation of State High School Associations (NFHS) maintains a list of illegal bats, and Diamond Youth Softball shall honor that list.

22.05 ILLEGAL BAT: Use of an illegal bat shall result in the removal of the bat from the playing field and may result in the batter being declared out and/or ejected from the game. Failure to comply with this rule may result in the offending player and coach being ejected.

NOTE: Umpires have the authority to remove any bat they deem unsafe because of its color, condition, construction, or other characteristics.

22.06 No player wearing a hard substance in its final form, such as leather, rubber, plastic, plaster, or fiberglass, on the hand, wrist, forearm, or elbow shall be permitted to participate unless the substance is covered by a minimum of one-half inch (½") of high-density closed-cell polyurethane or similar material of equivalent thickness to provide protection against injury.

Written permission from both a licensed physician and the player's parent or guardian must be obtained and submitted to the league president during league play or the tournament director during tournament play for approval.

22.07 LEAGUE OPTION: Leagues may use the double safety base.

22.08 Face shields are recommended for all infielders.

22.09 Items in the dugout area, including bats, balls, gloves, batting helmets, catcher's equipment, bat bags, ball buckets, and similar equipment, must be stored in a manner that does not create a safety hazard.

Whenever possible, such equipment should be stored off the floor. Equipment and other items that are not essential to the game should not be kept in the dugout.

22.10 Coaches should remain inside the dugout while their team is on defense.

22.11 BATTING HELMETS**:** The batter's helmet shall be constructed of Ultra High Impact Plastic or High Impact Plastic and shall have a one-piece shell or a two-piece shell that securely snaps together as a single unit.

The helmet shall provide protection for both ears, the head, and the temples. Padding shall be constructed of heavy rubber or similar protective material.

A web-type suspension system inside the helmet is not recommended. When existing helmets are replaced, padded-style helmets are recommended.

A face guard attached to the batting helmet is required in all divisions.

22.12 A player shall not remove her helmet while at bat or while running the bases.

Any offensive player on the playing field or outside the dugout area including a player/bat girl, on-deck batter, batter, baserunner, or base coach shall wear a protective helmet.

PENALTY: For the first offense, the umpire shall issue a warning. For the second and subsequent offenses by the same player during the same game, the player shall be declared out.

If the violation involves a player/bat girl, on-deck batter, or base coach, the penalty for the second offense shall be removal from the game and the playing field.

22.13 CATCHER'S EQUIPMENT**:** Catchers shall wear a softball-style body protector, catcher's helmet, face mask, and softball-style shin guards.

A hard plastic throat protector manufactured for the purpose of protecting the throat shall be securely attached to the mask, except when a hockey-style mask is used. The catcher's helmet shall be made of Ultra High Impact Plastic or High Impact Plastic and shall contain heavy rubber padding or similar protective material.

The helmet may be incorporated into the mask or may be a separate unit. All catcher's helmets shall completely cover the catcher's ears.

22.14 Any player or coach warming up a pitcher shall wear a catcher's helmet.

22.15 Call-sign bands shall be worn as designed on the body and shall not be worn over clothing.

22.16 Metal cleats are not permitted in the 6U, 8U, 10U or 12U age divisions.

23.00 Uniforms

23.01 Uniforms worn by all players shall be the same color and style.

23.02 A number is required on the back of each player's jersey. The number shall be a solid, contrasting color and shall be at least four inches (4") high.

23.03 Caps and visors are optional. They may be mixed, but they must be the same color. Plastic visors and bandanas are **not** permitted. Players may wear headbands or hair ribbons. **NOTE:** Metal clips may **not** be used in hair bows or ribbons.

23.04 Exposed undergarments, if worn, shall be considered part of the official uniform. All exposed undergarments shall be solid black, white, gray, or a team color.

NOTE: Exposed upper-body garments do not have to match exposed lower-body undergarments. However, all team members shall wear exposed upper-body undergarments of the same solid, single color, and exposed lower-body undergarments of the same solid, single color.

23.05 Garments other than the team uniform, including arm sleeves, leg sleeves, and tights, are permitted. Anything worn on the arm or leg shall be considered a sleeve and shall comply with the applicable color restrictions.

EXCEPTION: A wristband containing a play card shall be considered equipment and is permitted if it is a single color and is not optic yellow. Such wristbands do not have to match the upper garment and shall be worn on the non-pitching wrist or arm.

23.06 A pitcher shall not wear any item on the pitching hand, wrist, arm, or thigh that, in the umpire's judgment, may distract the batter.

23.07 Players shall wear and use all uniforms and equipment properly and in accordance with the manufacturer's intended design.

23.08 JEWELRY**:** Players on the field or in the dugout area shall not wear jewelry of any kind for safety reasons. This includes watches, bracelets, necklaces, and piercings. **EXCEPTIONS:**

- Breakaway-type sports necklaces are permitted.
- Small, unadorned starter or stud earrings may be worn if bandaged or taped to prevent injury.
- Medical or religious tags or medallions may be worn if secured with tape and deemed necessary by the umpire-in-chief.

PENALTY: Upon the first occurrence, the umpire shall issue a warning to both teams. Upon the second occurrence, the manager and offending player(s) shall be ejected from the game.

Any equipment or jewelry determined by the umpire to be potentially dangerous shall be removed immediately.

23.09 REGULAR-SEASON UNIFORMS**:** During local league play, players may wear any clothing approved by the league.

Regular-season team uniforms shall include the "Official" DYS emblem on the left shoulder or upper left chest of the jersey. The emblem may be an embroidered "Official" emblem furnished by DYS, screen-printed, or sublimated.

23.10 TOURNAMENT UNIFORMS: All players and coaches participating in sanctioned DYS Softball tournaments shall wear the approved "Official" DYS Softball patch on the left sleeve or upper left chest of the jersey.

A sublimated DYS Softball patch may be used **only** if purchased through a Licensed DYS Supplier. Sublimated patches obtained from any other source are not permitted and shall be considered non-compliant with this rule.

PENALTY: The team manager shall be restricted to the dugout until the team's uniforms are brought into compliance with this rule.

24.00 Regular-Season Protests

24.01 A protest involving an umpire's judgment shall not be accepted.

24.02 Only the team manager or acting team manager shall be entitled to file a protest concerning these rules and regulations. This provision applies to all age divisions.

24.03 The only valid protests shall involve an alleged violation of a playing rule or the use of an ineligible player.

Participation by an ineligible player may result in forfeiture of games in which the player participated if a protest is properly filed by a league manager. The league governing body shall determine whether the game shall be forfeited.

24.04 A manager protesting a play situation shall notify the umpire-in-chief that the play is being protested before another pitch is thrown. The protest shall be considered only if submitted in writing by the team manager or acting team manager to the league president within forty-eight (48) hours following completion of the game.

The protest shall be considered only if submitted in writing by the team manager or acting team manager to the league president within forty-eight (48) hours following completion of the game.

24.05 A protest based on the ineligibility of a player shall be filed with the league president within forty-eight (48) hours after completion of the game.

An ineligible player is a player who is not eligible to participate because of age, boundary requirements, or other eligibility requirements. This provision shall not be confused with illegal substitutions. If the protest is upheld, the local governing body shall determine whether the game or games shall be forfeited or replayed.

NOTE 1: Only the game or games specifically protested shall be considered. All protests of this nature must be filed within forty-eight (48) hours.

NOTE 2: After completion of a game, no protest shall be accepted regardless of the circumstances, except a protest involving player eligibility.

A game shall not be considered complete until the opposing managers have had an opportunity to protest a game-ending play. Fifteen (15) minutes shall be considered sufficient time to fulfill this requirement.

24.06 A protest in league play shall be decided by the league governing body, and there shall be no appeal of the league's final decision except as provided below:

(a) If the manager of the team ruled against has evidence that the protest decision conflicts with the official Diamond Youth Softball Rules and Regulations, the manager may file a written appeal with the District Director. The appeal must be filed within forty-eight (48) hours after the league governing body issues its final written decision.

(b) A valid appeal must include:

1. A copy of the league's written decision from the protest committee or league president detailing the protest and the reasons for the decision; and
2. A complete explanation from the appealing manager identifying the specific rule or regulation allegedly violated or misinterpreted.

24.07 The District Director shall have the authority to overrule a local league protest decision when the decision conflicts with Diamond Youth Softball Rules and Regulations.

24.08 The State Director shall be the highest protest authority in regular-season play. District Directors shall refer appeals to the State Director upon the request of either team manager.

25.00 Tournament Play Protest Rules

25.01 Only the team manager or acting team manager shall be entitled to file a protest concerning a rule or regulation during a tournament game or between games when permitted by rule.

25.02 Protests shall be based only on an alleged misinterpretation of a rule. A protest involving an umpire's judgment shall not be accepted by the Tournament Director.

25.03 All protests involving rule violations, except protests involving player eligibility or failure to satisfy participation requirements, must be made to the umpire-in-chief immediately after the occurrence and before another pitch is delivered to a batter.

The umpire-in-chief shall discuss the disputed ruling with any umpire involved in the play and may consult with other umpires, whether or not they were directly involved in the play, to determine whether the ruling was consistent with the Diamond Youth Softball Official Rules and Regulations.

25.04 A game shall not be considered complete until the opposing managers have had an opportunity to protest a game-ending play or a failure of a player to comply with participation requirements. Fifteen (15) minutes shall be considered sufficient time to fulfill this requirement.

25.05 An ineligible player is a player who is not eligible to participate on a tournament team because she:

(a) Does not reside within the approved boundary of the league;

(b) Did not meet the required participation requirements in her league; or

(c) Is older than the maximum league age permitted for the applicable age division.

25.06 A protest based on the ineligibility of a player, including age eligibility, may be protested at any time during the tournament season. **PENALTY**: Upon verification of ineligibility, the player shall be immediately removed from the tournament team roster and disqualified from further tournament play.

Age Eligibility Protest - If the protest involves an age-eligibility violation and the Tournament Director determines that sufficient evidence exists to establish an age violation, the following penalties shall apply.:

(a) If the Tournament Director determines that there was no WILLFUL VIOLATION of the age-eligibility rules, and with the approval of the State Director, or the Commissioner at the DYS World Series, the player shall be disqualified from further tournament play.

(b) If the Tournament Director determines that there was a WILLFUL VIOLATION of the age-eligibility rules, and with the approval of the State Director, or the Commissioner at the DYS World Series, the team's last game played shall be declared a forfeit, and the team shall be disqualified from further tournament play.

PROTEST APPEAL PROCEDURES

25.07 Appeals of protest decisions in 6U, 8U, 10U, 12U, 15U and 18U tournament games may be advanced through the following levels:

1. Tournament Director;
2. State Director; and
3. Commissioner, when applicable.

Play shall not resume until the appeal process has been exhausted and a final decision has been rendered.

Failure to obtain a final decision through the prescribed appeal process before the next pitch is thrown to a batter or before a play is made on a runner shall forfeit the right of either manager to pursue any further appeal.

25.08 The umpire-in-chief shall refer any protest to the Tournament Director. The Tournament Director may interview the umpires and/or team managers before rendering a decision.

After the Tournament Director renders a decision, either manager may request an appeal to the State Director.

25.09 The Tournament Director shall contact **only the State Director** regarding an appeal.

The State Director may interview the Tournament Director, umpires, and/or team managers before rendering a decision.

After the State Director renders a decision, either manager may request that the State Director refer the matter to the Commissioner for appeal.

25.10 The Commissioner shall be contacted **only by the State Director** for a final decision on an appeal of the State Director's ruling.

The Commissioner may speak with the Tournament Director, any umpire involved in the game, and/or any team manager before rendering a decision. The Commissioner's decision shall be communicated only to the State Director, who shall notify the Tournament Director.

25.11 After the Commissioner has rendered a ruling, no further appeal shall be permitted, and play shall resume immediately.

25.12 No appeal shall be accepted by a Tournament Director, State Director, or Commissioner during tournament competition based on an alleged violation of local league rules during regular-season play, including population or boundary violations.

25.13 Appeals shall be permitted only when presented in strict accordance with the procedures established above.

Team managers may request an appeal but may not contact or present an appeal directly to the Tournament Director, State Director, or Commissioner.

The appropriate officials shall be available to receive and process protest appeals during the tournament season.

26.00 Tournament Dates

26.01 The Commissioner shall establish the calendar for tournament play.
26.02 Letters of Intent to host a district tournament shall be submitted to the District Director no later than **May 1**.
26.03 Letters of Intent to host a state tournament shall be submitted to the State Director no later than **May 1**.
26.04 Letters of Intent to host a regional or World Series tournament shall be submitted to the Commissioner no later than **April 1**.

IMPORTANT DATES

March 1st	**Scholarship Application Deadline**
April 1st	**Franchise Renewal Deadline**
May 1st	**Regular Season Rosters Due**
July 1st	**Deadline for Rule/Policy Changes**
July 28th	**DYS World Series – Minden, LA**



2027 DYS SOFTBALL AGE CHART

Match month (top line) and box with year of birth. League age indicated at right.

SEP	OCT	NOV	DEC	JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	AGE	DIV
2022	2022	2022	2022	2023	2023	2023	2023	2023	2023	2023	2023	3	T-BALL
2021	2021	2021	2021	2022	2022	2022	2022	2022	2022	2022	2022	4	T-BALL
2020	2020	2020	2020	2021	2021	2021	2021	2021	2021	2021	2021	5	6U
2019	2019	2019	2019	2020	2020	2020	2020	2020	2020	2020	2020	6	6U
2018	2018	2018	2018	2019	2019	2019	2019	2019	2019	2019	2019	7	8U
2017	2017	2017	2017	2018	2018	2018	2018	2018	2018	2018	2018	8	8U
2016	2016	2016	2016	2017	2017	2017	2017	2017	2017	2017	2017	9	10U
2015	2015	2015	2015	2016	2016	2016	2016	2016	2016	2016	2016	10	10U
2014	2014	2014	2014	2015	2015	2015	2015	2015	2015	2015	2015	11	12U
2013	2013	2013	2013	2014	2014	2014	2014	2014	2014	2014	2014	12	12U
2012	2012	2012	2012	2013	2013	2013	2013	2013	2013	2013	2013	13	15U
2011	2011	2011	2011	2012	2012	2012	2012	2012	2012	2012	2012	14	15U
2010	2010	2010	2010	2011	2011	2011	2011	2011	2011	2011	2011	15	15U
2009	2009	2009	2009	2010	2010	2010	2010	2010	2010	2010	2010	16	18U
2008	2008	2008	2008	2009	2009	2009	2009	2009	2009	2009	2009	17	18U
2007	2007	2007	2007	2008	2008	2008	2008	2008	2008	2008	2008	18	18U

Official Ball of the DYS World Series



CHANGE STARTS ON THE INSIDE

Meet the All-New A2000 Lineup, Now with Spin Control Technology.

WILSON.COM

© 2022 Wilson Sporting Goods Co.

