

DJBSA MAJOR SOFTBALL RULES

1. A player must not turn thirteen (13) years of age on or before December 31 of the previous year.
2. Bases are to be 60 ft.
3. Girls pitching with the mound at 40 feet. A player may pitch in a maximum of twelve (12) innings in a day. If a player pitches in seven (7) or more innings in a day, one day of rest is mandatory.
4. A complete game in six innings and all innings will be limited to 6 runs with no open inning. Run rule is therefore 15 runs after 3 innings or 10 runs after 4 innings.
5. No inning shall start after 90 minutes.
 - a. Half of an inning will consist of three outs or six runs.
 - b. If play is stopped due to inclement weather, 3 ½ innings will be considered a complete game if the home team is ahead, otherwise the inning must be completed when the weather permits. If the minimum innings have not been played, play will pick up where the game was stopped.
6. A starting team shall consist of nine (9) players, with three (3) outfielders must be positioned in the outfield until the ball is hit. The minimum is seven (7) players, less than seven is a forfeit.
7. Catchers must wear full protective gear.
8. A courtesy runner may be used for the catcher when there are two (2) outs. The courtesy runner will be the player that made the last out. No courtesy runner will be used in the last inning or any extra innings.
9. All players on the roster, which are present for the game, shall be placed in the batting order, therefore creating free defensive substitution between innings. Should a player miss her turn at bat due to illness, she may return in her spot in the batting order without taking an out. A late player shall be placed at the bottom of the lineup and if that player has not arrived by their first at bat the team will either remove the player from the lineup or take an out each time that players at bat rolls around. At coaches meeting discretion.
10. A defensive player must not stand in the baseline, unless making a play on the ball. If a defensive player interferes with the runner, the runner will advance to the base.
11. A player being played on while advancing to a base other than first should attempt to slide. If a runner advances to a base without sliding with the intent of knocking the ball loose by colliding with the fielder, the runner MAY be called out and MAY be expelled from the game. A runner attempting to advance to any base, other than first, without sliding should avoid contact. (A runner may not leap over the top of a defensive player.) At umpire's discretion.
12. A batter or runner shall be called out for knocking off or removing their helmet intentionally. The helmet must not be removed before entering the dugout. Each team will receive 1 warning.
13. It is required that all players in the infield wear a face mask
14. Coaches may not touch runners while the ball is alive. If this occurs, the runner shall be called out.
15. The dropped 3rd strike rule applies
16. The infield fly rule apply
17. Runners may leave the base when the ball leaves the hand. Leaving a base early will result in an out with no team warnings issued. Ball shall be dead when lead runner is stopped.
18. Player throwing bat: one warning per team. After warning, any player on the warned team shall be called out. Runners DO NOT advance if the ball is hit in fair territory.
19. There are no intentional walks allowed.
20. If any coach intentionally interferes with a ball put into play at the umpire's discretion, the batter will be called out and the runners will return to their original base.
21. Each team must wear matching uniforms, shirt with tails tucked into pants, with matching hats on facing forward, and belt on.

22. 2 5/8" will be the maximum bat barrel size. USA/USSSA/BBCOR allowed.

23. Little League Regulations shall apply to all situations and rules not covered above.