

Dual County League Rules 2021

Rev. Date 3/17/2021

1. Entry Fee of \$35 must be paid before the first game or unpaid team forfeits all games until payment is made.
2. Rosters must be submitted to the Division Secretary before the first game. Rosters are limited to 25 players and must include grade, age, and date of birth of each player. No additions to the roster are allowed after the first half of the season is complete.
3. No Minimum age requirements on any team. Should a team need to move up a younger player for temporary needs from a lower division it is allowed as long as the player is on a younger division's roster from the SAME community. These kids don't need to be on the older divisions roster and these kids can play for any older division team within that same community. Players may not move from a higher division to a lower division unless they are grade eligible for that division, (exception: players with disability with the approval of the league may continue to play in a division to suit their needs). If an ineligible player plays in any games, the team forfeits any games played with that player.

Divisions are as follows:

Rookies - 3rd and 4th Grade

Minors - 5th and 6th Grade

Majors - 7th and 8th Grade This is the last grade completed.

Girls are allowed to play on one team in their division.

4. Players must attend scheduled practices to be eligible to play.
5. Games are cancelled due to weather conditions and organized school functions only. Communication of cancellation should be verbally completed over the phone or verified in e-mail or text between the involved coaches. If the head coach cannot be reached, the assistant coach should be contacted. Home team shall report postponements within 24 hrs. Make-up dates should be reported to the division secretary as soon as it has been rescheduled.
6. All teams must have 8 players to play or they will be required to forfeit. A team may play with 9 players. The 10th or 11th spot IS NOT AN OUT. If a forfeit occurs, the other team is awarded a win by the score of 4-0. Teams are asked to stay and play a game combining both teams to promote sportsmanship.
7. Base length should be 60 feet. Pitching circle should be 16 feet in diameter.
8. The official score book will be kept by the home team. Home team furnishes 2 new game balls, plus 1 like new ball and must supply both home plate umpire and base umpire.
9. Coaches should have a short meeting with the home plate umpire before the start of the game to discuss rules, boundaries and size of the strike zone. Division level should determine size of strike zone. We want to encourage your kids to be hitters.
10. Games have a 2 hour time limit. No new inning may begin after 1 hour and 30 minutes. As the time limit approaches, both head coaches and the plate umpire should discuss last inning.
11. Umpires must keep the game moving along with three warm up pitches allowed between innings and the catcher is allowed to throw down to 2nd base.
12. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic, or other causes which place the patrons or players in peril. Coaches may also ask to delay or postpone without the approval of the umpire, as long as both coaches agree. A game called by the umpire shall be regulation if the home team is ahead after 4 ½ innings or the visiting team is ahead after 5 complete innings. Games that are not considered complete or end in tie, and continue from that point. Scorebooks should be compared and verified before leaving so the game can start at the same point that it ended. Same line up, defensive innings and innings pitched will carry over. Home team shall report postponements within 24 hrs. Make-up dates should be reported to the division secretary as soon as it has been rescheduled.
13. A game called by the umpire shall be regulation if the home team is ahead after 4 ½ innings or the visiting team is ahead after 5 complete innings. Games that are not considered complete or end in a tie are continued from that point.
14. Championship Games Umpiring: Umpires must be certified for all levels for the Championship Game. Each team will provide 1 umpire however the home team will pay for both umpires. (The home team will provide the plate umpire and the away team will provide the base umpire unless the away team requests the home team to provide both umpires.)
15. The home team is responsible for reporting their game score to their division secretary within 3 days of a completed game. Failure to do so will result in forfeiting by the home team.
16. No steel spikes allowed (except for the Majors level. Metal spikes may be worn). Wearing of batting helmets by the batter and base runners are mandatory during play in all divisions. Face masks are per community.
17. Catchers must wear mask, chest protector, and shin guards.
18. Each team is required to carry a medical kit containing ice packs, bandages, rubber gloves, and gauze. Blood rule is in effect per rule book. No jewelry may be worn during the game. (exception: Medical id's)

19. Courtesy runner for a catcher is mandatory after 2 outs. Courtesy runner for a catcher with less than 2 outs is optional. Courtesy runner for a new pitcher is allowed. That player must begin the next defensive inning at the pitching position. Courtesy runner is allowed for an injured player. In all cases, the courtesy runner will be the player that made the last out.
20. Sliding at home plate is mandatory when a player is making an attempt to receive a catchable ball at the plate.
21. Once the pitcher has the ball in the pitching circle. No advancement by the runner is allowed. Base runners must go back to the nearest base.
22. Throwing of the glove by the defensive player at any time during play of the ball will result in the base runner advancing one base at the end of current play.
23. Any player throwing a bat (umpire discretion). Will receive a team warning. Upon subsequent actions, and automatic out will be ruled.
24. Coaches must remain in the coaching box or within 10 feet of the base until the ball is pitched. Coaches are not allowed to verbally harass ANY player by swearing or calling names. Coaches are also responsible to maintain patron control at all times. Coaches and players must remain behind the fence and in the warm-up and dugout area. Umpires should warn problem coaches, players, and fans and if problems persist ask them to leave the park.
25. If a head coach has any rule issues or concerns about an opposing team's coaching staff, they should contact their Community Representative or their Division Secretary. They will discuss the situation with the League President. The League President will contact the people involved and their Community Representatives to resolve the situation.
26. Players are encouraged to show enthusiasm during the game, but not allowed to swear or intimidate other players at any time. Cheers must be directed at your own team and not at the opposing team or players.
27. Minimum age of umpires at Rookies level is 14 years old – Minors and Majors is 16 years old unless certified.
28. All softball rules will be applied from the National Federation of High Schools rules book unless superseded by league rules.

TIE BREAKER RULE

In case there is a tie for any of the first 3 places in any division. The tie will be broken the following ways. The Division Secretary and League President will determine placement.

1. If 2 teams are tied it goes by head to head
2. If 3 or more teams are tied and one team has beat all of the other tied teams that team is the higher seed.
3. If 3 or more teams are tied, and no one team has beaten all the other tied teams, it will go by total runs allowed among the teams that are tied (total runs allowed when they played each other)
4. If 2 teams then remain tied, it will be head to head between those two teams.
5. If 3 or more teams still remain tied after the above scenario, it will go by run differential (run differentials added up in each of the games they played each other)
6. If number 5 narrows it down to 2 teams, it will be then head to head
7. If still tied the ranking will be determined by coin flip.

Rookies Division

1. A Rookies team consists of no more than 11 defensive players (5 outfielders). No more than 6 girls can start the play in the infield. Unlimited substitution. If a girl comes out of the game, she may re-enter. Every player must play a minimum of 3 innings in the field. Batting order must remain the same as the start of the game and all players in attendance must bat. If a player is unable to bat due to injury or illness, it will NOT be counted as an out. The player may reenter the game, if verbally agreed upon by the coaches.
2. Outfielders must play on the edge of the grass in the outfield or deeper, exceptions can be made for a larger infield if agreed upon by both coaches prior to the start of the game. The 5th outfielder cannot play the infield.
3. Games are 6 innings in length.
4. 11 inch ball is used.
5. No infield fly rule.
6. 5 runs per inning rule.
 - a. A team scoring 5 runs in an inning is considered a complete at bat.
 - b. If the visiting team is ahead by more than 5 runs in the final inning, they are declared the winner, but the game should be played to completion (home team last raps) with that being the final score that is reported to the division secretary.

- c. If the home team is ahead by more than 5 runs after 5½ innings, they are declared the winner, but the game can be played to completion if agreed upon by the coaches. The final score of the game that is reported to the division secretary is the score after 5½ innings of play. Any extra play does not count towards that final score.

Rookies Division cont.

7. Pitching Rules:

- a. Pitching rubber is 35 feet from the back of home plate.
- b. Prior to starting the delivery (pitch), the pitcher shall take a position with the pivot foot on or partially on the top surface of the pitcher's plate and the non-pivot foot in contact with or behind the pitcher's plate. Both feet must be on the ground within or partially within the 24 inch length of the pitcher's plate.
- c. Windmill pitching will be allowed.
- d. Pitchers are allowed to take one step back at the start of pitch.
- e. Only one step forward is allowed to release the ball.
- f. Baseball count rule is used. 4 balls 3 strikes. No walk rule.
- g. Pitchers may pitch 3 innings plus one additional inning if the game goes past 6 innings, for a total of 4 innings pitched.
- h. One pitch in an inning equals one inning.

8. Coach Pitching Rules:

- a. After the fourth ball, the coach of the batting team will come out to pitch. They may pitch the ball anywhere from the pitcher's plate equal distance across the pitching circle, but should not block the view of the defensive pitcher.
- b. The defensive pitcher picks position first and must stay on the pitcher's plate until the offensive coach releases the pitch.
- c. The strike count remains the same when the coach comes out to pitch. The batter will remain at bat until the ball is hit or 3 strikes are called and the batter is then out.
- d. The catcher must stay behind home plate until the ball is hit.

9. Ball is dead once it crosses home plate. Dropped 3rd strike is considered a dead ball and no advancement.

10. Batting Rules:

- a. If a batter is hit by a pitched ball that is entirely within the batter's box and it strikes the batter or her clothing no attempt to avoid being hit by the pitch is required. If the batter is hit by the pitch they are awarded first base. However, the batter may not obviously try to get hit by the pitch. Batter hit by rolled or bounced pitch. May choose to take first base or continue at bat, that pitch would be ruled a ball. If ball four the coach would come into pitch if the hitter chooses to continue the at bat.
- b. The batter's hands are not to be considered part of the bat. If a batter is struck in the hands by a pitch, the ball is dead and the batter is awarded 1st base. If the batter is hit anywhere on the body, including the hands, while swinging at a pitch and hits the ball fair or foul the ball is dead and a strike called. If it is strike three, the batter is out.
- c. No Bunting allowed.

Rookies Division cont.

11. Base Running Rules:

- a. The home team is responsible for chalking a line two-thirds (40 feet) between all bases except between home and first.
- b. Players may lead off the base only after the ball passes home plate.
- c. Players may not go further than half the distance to each base when leading off.
- d. One lead off warning will be given to each team. Once the warning is given, players leading off or going past half way will be called out.

- e. Once the pitcher has control of the ball in the pitcher's circle (16' in diameter), the ball is immediately ruled dead and runners may not advance unless more than two-thirds of the way. Any runners who were not more than two-thirds must return to the previous base.
12. Extra Innings: After 6 innings of play and the score is tied, Tie-Breaker Rules will go in affect starting in inning 7.
- a. The offensive team will start with the player that made the last out in the previous inning placed on second base.
 - b. The inning will be completed as normal, i.e. both teams will play offense and defense. The team with the most runs will be determined the winner. If the home team takes the lead during their at bat the game is over and that is the final score, i.e. the game doesn't continue until there are three outs.
 - c. Should the 7th inning end in a tie, the process will be repeated until there is a winner.

Note: All other league rules remain in effect such as the 5 runs per inning rule, etc.

Minors Division

- 1. A Minors team consists of no more than 10 defensive players. Unlimited substitution. If a girl comes out of the game, she may re-enter. Every player must play a minimum of 2 innings in the field. Batting order must remain the same as the start of the game and all players in attendance must bat. If a player is unable to bat due to injury or illness, it will NOT be counted as an out. The player may reenter the game, if verbally agreed upon by the coaches.
- 2. Games are 7 innings in length. If a team is ahead by more than 12 runs after 5 complete innings of play, they are declared the winners.
- 3. An 11 inch ball is used.
- 4. Infield fly rule is in effect.
- 5. 7 runs per inning rule.
 - a. A team scoring 7 runs in an inning is considered a complete at bat.
 - b. If the visiting team is ahead by more than 7 runs in the final inning, they are declared the winner, but the game should be played to completion (home team last raps) with that being the final score that is reported to the division secretary.
 - c. If the home team is ahead by more than 7 runs after 6½ innings, they are declared the winner, but the game can be played to completion if agreed upon by the coaches. The final score of the game that is reported to the division secretary is the score after 6½ innings of play. Any extra play does not count towards that final score.

Minors Division cont.

- 6. Pitching rules:
 - a. No arc rule is in effect. Unlimited speed. Windmill pitching allowed.
 - b. Pitching rubber is required to be 40 feet from the back of home plate.
 - c. Prior to starting the delivery (pitch), the pitcher shall take a position with the pivot foot on or partially on the top surface of the pitcher's plate and the non-pivot foot in contact with or behind the pitcher's plate. Both feet must be on the ground within or partially within the 24 inch length of the pitcher's plate.
 - d. Pitchers are allowed one step off the rubber with the non-pivot foot when the ball is released. The pivot foot may drag away from the pitching rubber as the ball is released.
 - e. Regular baseball count will be used. 4 balls 3 strikes.
 - f. **Pitchers may pitch only 5 innings including extra innings.**
 - g. One pitch in an inning counts as one inning pitched.
- 7. Batting Rules:
 - a. Bunting is allowed. If a batter offers to bunt, she must bunt or pull back and not swing. A batter may not bring the bat back and take a full swing after presenting to bunt. If the batter offers to bunt, pulls back and swings the ball is dead and a strike is issued. Base runners can't advance.
 - b. If a batter is hit by a pitched ball that is entirely within the batter's box and it strikes the batter or her clothing no attempt to avoid being hit by the pitch is required. However, the batter may not obviously try to get hit by the pitch. It doesn't matter if the ball strikes the ground before hitting the batter. If the batter is hit by the pitch they are awarded first base.

- c. The batter's hands are not to be considered part of the bat. If a batter is struck in the hands by a pitch, the ball is dead and the batter is awarded 1st base. If the batter is hit anywhere on the body, including the hands, while swinging at a pitch and hits the ball fair or foul the ball is dead and a strike called. If it is strike three, the batter is out.
8. Base Running Rules:
 - a. No player may advance once the pitcher has the ball in the pitching circle. (16' in diameter) or if time has been asked for by an infielder and granted by an umpire.
 - b. Stealing is allowed. Players may leave base only after it has crossed home plate. One lead off warning will be given per team. After a warning is given, the player leading off will be out.
 - c. No delayed steals are allowed.
 - d. Stealing of home or advancing to home on a past ball is not allowed. 3rd strike is an out. No advancement by the batter. However the ball is not dead.
 - e. Runner on third cannot advance on a play made to another base unless play is made on them. Ex. With runners on 1st and 3rd a catcher can throw down to 2nd base, without the runner on 3rd advancing. Even if the throw down gets away from the defender.
9. **Minors Championship game.** The 12 run after 5 innings rule is waived. The 7 runs per inning rule is in effect for all innings.

Majors Division

1. A Majors team consists of no more than 10 defensive players. Teams must bat the number of players playing defense and may use an additional hitter, but may bat their entire bench. Substitution rule is in effect. If a girl comes out of the game, she may re-enter. Every player must play a minimum of 2 innings in the field. Coaches use your discretion so these girls get at least 1 at bat.
2. Outfield may consist of 4 outfielders. But can play with only 3.
3. Games are 7 innings in length. If a team is ahead by more than 15 runs after 5 complete innings of play they are declared the winners.
4. A 12 inch ball is used.
5. Infield fly rule is in effect.
6. **Metal Spikes may be worn**
7. Pitching rules:
 - a. No arc rule. Unlimited speed and Windmill pitching is allowed.
 - b. **Pitching rubber is required to be 43 feet from the back of home plate.**
 - c. Prior to starting the delivery (pitch), the pitcher shall take a position with the pivot foot on or partially on the top surface of the pitcher's plate and the non-pivot foot in contact with or behind the pitcher's plate. Both feet must be on the ground within or partially within the 24 inch length of the pitcher's plate.
 - d. Pitchers are allowed one step off the rubber with non-pivot foot when the ball is released. The pivot foot may drag away from the pitching rubber as the ball is released.
 - e. Regular baseball count will be used. 4 balls 3 strikes.
 - f. Pitchers may pitch 5 innings plus an additional inning if the game goes past 7 innings, for a total of 6 innings pitched.
 - g. One pitch in an inning equals one inning.
8. Batting Rules:
 - a. Bunting is allowed.
 - b. If a batter is hit by a pitched ball that is entirely within the batter's box and it strikes the batter or her clothing no attempt to avoid being hit by the pitch is required. However, the batter may not obviously try to get hit by the pitch. It doesn't matter if the ball strikes the ground before hitting the batter. If the batter is hit by the pitch they are awarded first base.
 - c. The batter's hands are not to be considered part of the bat. If a batter is struck in the hands by a pitch, the ball is dead and the batter is awarded 1st base. If the batter is hit anywhere on the body, including the hands, while swinging at a pitch and hits the ball fair or foul the ball is dead and a strike called. If it is strike three, the batter is out.
9. Base Running Rules:
 - a. No player may advance once the pitcher has the ball in the pitching circle. (16' in diameter) or if time has been asked for by an infielder and granted by an umpire.
 - b. Stealing is allowed.
 - c. Players may lead off once the ball leaves the pitchers hand.

- d. Stealing of home is allowed.
- e. Any batter may advance on a dropped 3rd strike if first base is not occupied with less than 2 outs. With 2 outs and 1st base occupied, a batter may advance on a dropped 3rd strike.

10. **Majors Championship game.** The 15 run after 5 innings rule is waived. The game will consist of 7 innings.