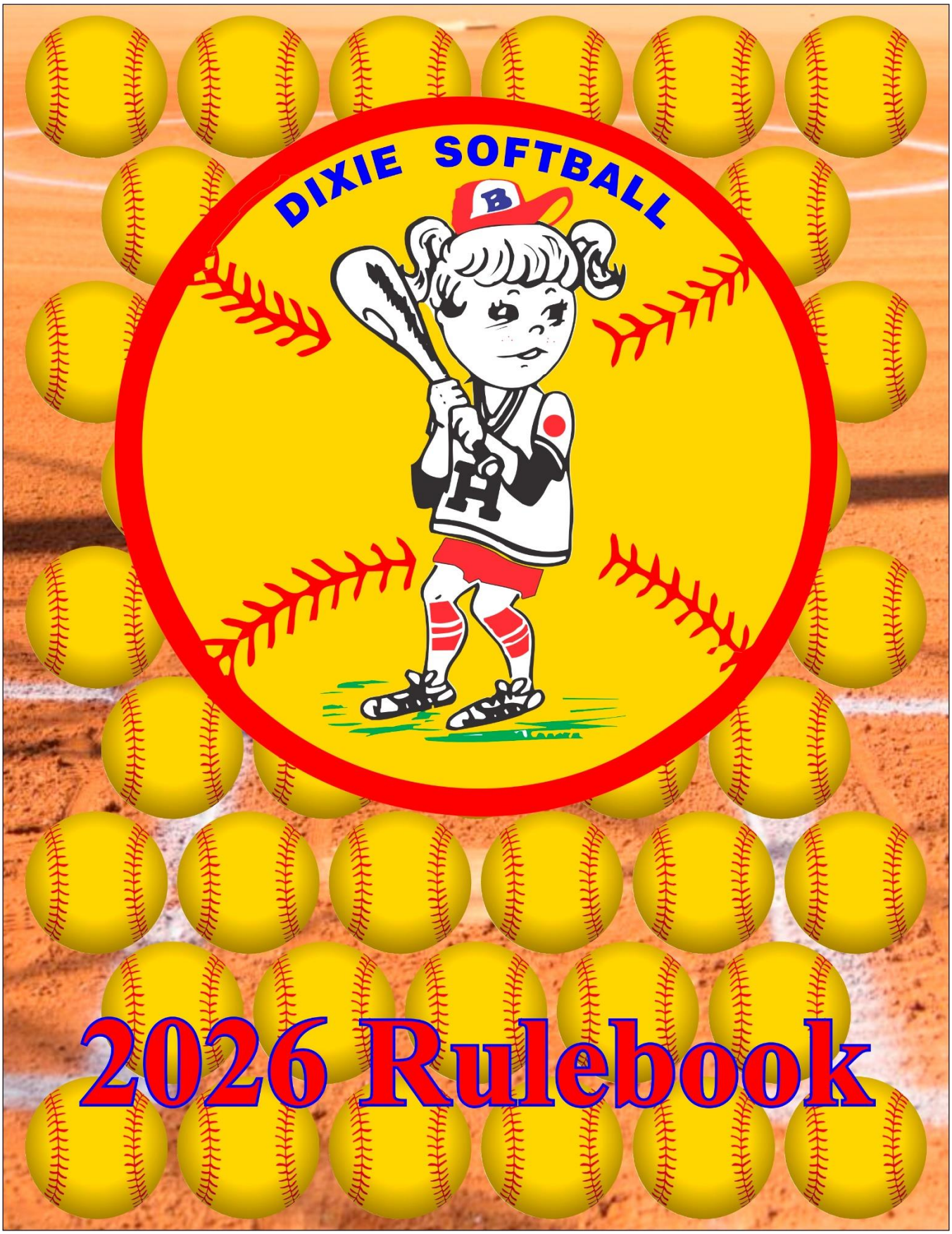

DIXIE SOFTBALL
2026 Rulebook

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GENERAL INFORMATION

DIXIE SOFTBALL (DS) is a youth softball program for girls ONLY who are nineteen (19) years of age and younger, playing on a scaled-down diamond to meet the physical development of the growing girl. The main purpose of the program is to provide a recreation outlet for as many girls as possible with emphasis on local league play rather than tournament play**. NOTE: The terms "girl and female" shall be defined by the sex that appears on the original legal birth certificate of a player (NO EXCEPTIONS). Dixie Softball does not recognize any** type of **birth certificate except the original birth certificate of a player when she was born.**

The Incorporators of Dixie Softball were all from Alabama. They were as follows: The late Ann Bradford of Minor Heights, the late George Desmond of River Bend, James E. "Obie" Evans of Minor Heights; the late Leo Hamrick of Centreville; Charles McCain of Fultondale; the late Carlton McWhorter of Midfield; the late Bill Rotenberry of Hueytown; James J. "Jim" Swift of Hoover; the late Charles "Buddy" Wade of Brent; the late Carol Warner of Cahaba Heights; and the late *Douglas R. "Doug" Turner of Docena. However, the Incorporators have no more voice in the operation of the program than any of the elected members of the Board of Directors. If they are active, Incorporators shall be lifetime voting members of the Board of Directors. **No DS official or a member of their immediate family can profit financially from their affiliation with Dixie Softball Inc. or the game of softball.**

Leagues affiliating themselves with this program must comply with a basic set of rules and regulations as outlined in this booklet, but league officials will have absolute autonomy on certain provisions such as the following: playing night games, interlocking scheduling, exhibition games, double or single elimination in championship games and matters concerning player selection systems. These certain provisions will be the responsibility of the individual leagues involved.

While the emphasis will be on local league play, there will be District and State Tournaments as well as a World Series in Dixie SweeTees, Darlings, Angels, Ponytails, Belles, and Debs divisions following the close of the regular season.

DEMOCRATIC ACTION

The DS Constitution provides for the election of the members of the National Board of Directors, (officers of the program and the National & State Directors) along with the selection of the DIXIE SWEETEES, DARLINGS, ANGELS, PONYTAILS, BELLES, and DEBS World Series sites and all other tournament sites. If an intent-to-bid for a World Series is not received by the designated date deadline, the President has the authority to select a World Series site for that World Series.

The 2009 DS Board of Directors approved that each state in the program represented on the Board by the following criteria: **(a)** a State Director from one (1) to two hundred ninety-nine (299) teams; or **(b)** a State Director and a National Director beginning at three hundred (300) teams or more.

No relatives (by blood, marriage, or other legal means) can serve on the DS Board of Directors at the same time.

The nominations for all National Directors are mailed to the National President on or before April 1st of the year in which their three (3) year term expires. The President or a DS Board Member designated by the President shall conduct National Director elections. The nominations for all State Directors are mailed to the National Vice-President on or before April 1st of the year in which their three (3) year term expires. The Vice-President or a DS Board Member designated by the Vice-President shall conduct State Director elections.

Nominations must be made by a League President and must be from a league that franchised the previous year as well as being franchised by April 1st of the current year. Any nomination received outside the parameters will be disallowed. The list of nominees is to be mailed by April 30th to each renewed league that has franchised by April 1st of the current season and the properly returned league votes by mail will elect the National and/or State Director(s). May 15th is the postmark deadline for leagues to return to the President for National Directors and the Vice-President for State Directors. Leagues will be notified on the DS website (dixiegirlsoftball.org) about the election at least forty-five (45) days prior to the election so that nominations can be submitted and those nominated can be notified. If needed, a ballot will be sent out to the leagues so a vote can be cast.

If there is not a proper nomination for a National or State Director submitted from a state by the April 1st postmark deadline, there will be no election. The member(s) of the DS Board of Directors from that state that did not receive a proper nomination for either a State or National Director (excludes the person whose term is up for election) shall select the person to serve the full term of the office that was up for election. If there is not a member of the DS Board of Directors in the state from which a proper nomination for either a State or National Director (excludes the person whose term is up for election) was not submitted, the DS Executive Committee shall select the person to serve the full term of the office that was up for election.

The offices of President, Vice-President, Secretary, Treasurer, and all Commissioners are free-standing positions as national officers. The President may hold the offices of President and Treasurer simultaneously. DS National Directors may continue to serve as a National Director if elected to a national office. If elected as a national officer, State Directors may complete their term as State Director
and may run for reelection as State Director. However, if they are reelected as a National Officer, they must resign their State Director position immediately.

Each National Director and State Director elected to the DS Board of Directors by a state shall be elected to a three (3) year term. Each member elected shall receive a plurality of votes (the most votes cast among all candidates). Only leagues that franchised the previous season are eligible to vote for State Director and/or National Director.

In states where an increase or decrease in the total number of teams changes and therefore the number of eligible members for the DS Board of Directors must be altered, the President will advise what procedure to follow to accomplish the change. The new National Board members take office at the annual meeting of the Board of Directors. The officers for the upcoming season will be elected at the annual meeting by the Board of Directors. The term for all officers will be three (3) years.

The nominations for District Directors are to be mailed to the State Director on or before July 1st each year (even numbered districts shall nominate in even numbered years and odd numbered districts shall nominate in odd numbered years). The State Director or a State Board Member designated by the State Director shall conduct District Director elections. Nominations must be made by a League President or his/her representative in writing and must be from a league franchised the previous year and has franchised by April 1st of the current season. Any nomination received outside the parameters will be disallowed. The list of nominees is to be mailed by July 15th to each renewed league that has franchised by April 1st of the current season and the properly returned league votes by mail will elect the District Director(s). Leagues within a District shall vote for their District Director only. July 31st is the postmark deadline for leagues to return their ballot to the State Director.

Leagues will be notified on the DS website (**dixiegirlsoftball.org**) about the election at least 45 days prior to the election so that nominations can be submitted. If needed, a ballot will be sent out to the leagues so a vote can be cast. **NOTE:** Selection of District Tournaments and State Tournaments shall be done at the annual District Meetings and/or State Meetings.

If there is not a proper nomination for a District Director submitted on time from a league, there will be no election. The State Director shall select the person to serve the full term of the office that was up for election. Each District Director shall be elected for a two (2) year term. Each District Director elected shall be the one who receives the most votes cast. If there is a tie vote, there will be a runoff election. Only leagues that were franchised the previous season are eligible to vote for District Director.

Except for school and church leagues, no National Officer, National Director, State Director, or District Director shall be permitted to participate in an official capacity in any other organized youth softball/baseball program operating in more than one (1) state. Complete qualifications for any person to be eligible for nomination, election, or appointment to any official position within DS, above the local level, are included in the By-Laws which governs DS operations. **NOTE:** District and State Directors have the authority to appoint assistants. Those serving by appointment as assistants have no authority to make any ruling or decision without prior knowledge of the District or State Director nor can they vote on any district or state matter.

Only a duly authorized representative of a franchised league can vote on any matter being considered during a State Meeting or District Meeting. N**o one (1) person can represent more than one** (1) league. **NOTE:** A duly authorized representative of a league is the League President, or a person designated by the League President in writing who is currently active in the voting league.

Leagues are assigned to districts within a state and are under the direction of a district director. There may be up to nine (9) districts within a state under the direction of a state director. With written permission from the President, states may have more than nine (9) districts. The district and state directors are under the direction of the national president and/or national commissioner(s). Information concerning leagues, such as names, addresses, phone numbers, etc., shall not be distributed as a whole or in part without the written consent of the President of DS. Any Dixie Softball official asked to give out such information on an individual basis should do so only if it is for the enhancement of DS.

There shall be no State Constitution or By-laws in conflict with the intent, aims, purposes and rules of the NATIONAL DIXIE SOFTBALL organization.

All tournament sites are determined by each state organization on a bid basis with all leagues having equal opportunity in hosting the event provided the league can comply with the requirements established by the state organization. The state requirements are to be determined in advance by each state and announced accordingly.

Rule/Policy) changes suggested by umpires, coaches, DS directors, and league officials during the season shall be mailed or emailed by electronic device directly to the Vice-President not later than April 30th of the current year. Suggestions received after this date shall be placed on the agenda for consideration the following year. The Vice-President will mail a copy of all suggestions and proposed rule changes to each director as soon as he/she assembles them. Any rule change submitted in the current year and passed by the National Board will become effective with the next revision of the rule book.

A financial statement is made once a year and is presented at the annual meeting. A certified public accounting firm will review the finances of DS annually. An audit will be at the discretion of the National Board of Directors.

INTENT OF DIXIE SOFTBALL ORGANIZERS

The most fundamental intent of the organizers of DS was to develop a program which would emphasize local autonomy. It was our philosophy and belief that the parents and workers in each local league know what is best for them and their children. Since the mores (customs) of our people vary from community to community, even within the same districts, it was necessary to leave such things as night softball, team selections and league operations up to the local league. However, there were things imposed upon the leagues that were deemed necessary for good organization and which would keep one league from gaining unfair advantage over another such as boundary and population limitations, the

number of teams in a league, and the age cutoff date.

The next important philosophical belief was that the leagues affiliated with the program should have a voice in the running of the program. Therefore, the provisions for electing National Directors, State Directors, and District Directors from among the leagues to serve with the organizers were made.

Any governmental structure between the local leagues and the National Board of Directors exists for one reason...to serve the local leagues as administrative adjuncts of the National Board of Directors. The imposition of any rule on a local league should be done with utmost reluctance and absolute necessity.

OFFICIAL STATEMENT OF POLICY

It is the policy of DIXIE SOFTBALL to promote the development of strong character, a right attitude and a sense of responsibility and citizenship in girls, using the game of softball as a vehicle. It is the purpose of DIXIE SOFTBALL to achieve this goal through fair play, good sportsmanship, and congenial fellowship, with adult leaders providing the example. It is strictly against the DIXIE SOFTBALL policy for any person, either as a participant or a spectator, to engage in arguments, to use abusive language, to harass umpires, or to exhibit any behavior not in concert with the general intention 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.

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NOTE: GO TO dixiegirlsoftball.org TO FIND INFORMATION CONCERNING ALL WORLD SERIES CHAMPIONS, SITES AND CURRENT WORLD SERIES RUNNERS-UP TEAMS, SPORTSMANSHIP RECIPIENTS, CURRENT SCHOLARSHIP RECIPIENTS, AND SPECIAL DIXIE SOFTBALL AWARDS.

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DISTRICT 7 DIRECTOR – TAMMY HALL, 2226 Winns Creek Road, Halifax, Virginia 24558. Phone: (434) 579-0768, Email: tammybhall00@gmail.com.
DISTRICT 7 ASSISTANT DIRECTOR – BARBARA LACKS, 2100 Easley Crossing Trail, Scottsburg, Virginia 24589. Phone: (434) 470-4171, Email: Barbara.lacks@revlon.com.

The 2009 DS Board of Directors voted that beginning with the 2009 season, all living Life Members will serve as honorary members only unless they are otherwise serving on the Board. Present Life Members are as follows: James E. "Obie" Evans, Charles McCain, Carl O. Boelte, Palmer "Buddy" Suggs, Yvonne L. Bright, James A. Webb, Richard T. Murphy, Sr., Gordon L. Hobbs, Wayne Bishop, David Lee Mizell, Pat Belinowski, Arnold E. King, Preston Leonard, Roy "Mickey" Snell, Frank Perkins, Dan Stewart, Doug Garrett, and Leland Gaston.

DATES TO REMEMBER

(Official deadlines unless described as suggested)

JANUARY

STATE MEETINGS WILL BE ANNOUNCED LATER

FEBRUARY

1 – Postmark or by electronic device deadline for SCHOLARSHIP APPLICATION to be mailed to: **Doug Garrett, DS Scholarship Chairman at 106 Woodlake Drive, Pineville, LA 71360.**
10 – **All applications for scholarships MUST be in the hands of the DS Scholarship Chairman no later than this date.**

APRIL

1 – Deadline for filing Annual Billing for Franchise Fees form and applicable fees by electronic device to the National DS office in order to renew franchise privileges. FAILURE TO COMPLY WILL RESULT IN A POSSIBLE LOSS OF TOURNAMENT PRIVILEGES, POSSIBLE LOSS OF THE NEXT OPPORTUNITY TO HOST A TOURNAMENT AND A $100.00 PENALTY PAYABLE TO DIXIE SOFTBALL, INC. **NOTE 1: Any game played before a league's franchise fees are received SHALL NOT be considered official and cannot be counted in minimum game requirement for tournament eligibility even though the penalty amount may be subsequently paid. NOTE 2:** A BOUNDARY MAP AND A POPULATION COUNT ARE REQUIRED WITH ALL THE NEW FRANCHISES AND LEAGUES RETURNING AFTER HAVING NOT PLAYED DIXIE SOFTBALL THE PREVIOUS SEASON. THESE LEAGUES WILL NOT BE APPROVED UNTIL A BOUNDARY MAP WITH POPULATION COUNTS ARE ON FILE WITH THE NATIONAL OFFICE AND WITH THE RESPECTIVE STATE AND DISTRICT DIRECTOR.
1 – Deadline for counting total number of teams per state for the purpose of determining if a state is eligible for a National Director. Leagues may be accepted after this date but will not be considered in the matter herein until the following year.
1 – Postmark deadline for nominating National and State Directors in each state.
6 – All nominations for National Directors MUST be in the hands of: **Obie Evans, National President, 1101 Skelton Drive, Birmingham, Alabama 35224** no later than this date.
6 – All nominations for State Directors MUST be in the hands of: **Preston Leonard, National Vice President, 615 Wagner Circle, Gastonia, North Carolina 28054** no later than this date.
6 – All franchises from the previous year MUST be renewed and in the hands of the President no later than this date for that franchise to be eligible for tournament play and for voting in district, state, or national matters in the current season.
15 – Scholarship winners announced no later than this date.
15 – POSTMARK OR ELECTRONIC DEVICE DEADLINE FOR UMPIRES TO REQUEST BEING REGISTERED AS A DS UMPIRE. **NOTE:** GAMES PLAYED WITHOUT A REGISTERED UMPIRE DO NOT COUNT TOWARD THE ELIGIBILITY FOR TOURNAMENT PLAY.

30 – Postmark or by electronic device deadline for rule/policy changes to be mailed to: **Preston Leonard, National Vice President, 615 Wagner Circle, Gastonia, North Carolina 28054.**
30 – Deadline for mailing out ballots for elections of National and State Directors.

MAY

1 – Postmark or electronic device deadline for requesting the next DIXIE SWEETEES, DARLINGS, ANGELS, PONYTAILS, BELLES, or DEBS World Series up for bid. Leagues may request more than one (1) World Series. **World Series' may be awarded two (2) years in advance.**
1 – Postmark or electronic device deadline for Hall of Fame nominations to be mailed to: **Gordon L. Hobbs, Chairman: 2456 Stoneview Road, Orlando, FL 32806.**
1 – POSTMARK OR ELECTRONIC DEVICE DEADLINE FOR ALL COMPLETED UMPIRE TESTS TO BE RETURNED TO THE DS UMPIRE COMMITTEE CHAIRMAN OR COMPLETED ONLINE. **NOTE:** Umpires not registered cannot umpire in Dixie Softball games, including tournament play.
5 – All suggested rule/policy changes for the current year must be in the hands of the National Vice-President no later than this date.
6 – All completed umpire tests are to be in the hands of the DS Umpire Committee chairman no later than this date.
15 – Suggested deadline for state organizational meeting.
15 – Postmark deadline for mailing ballots to National President in National Director elections.
15 – Postmark deadline for mailing ballots to National Vice-President in State Director elections.
15 – Deadline for mailing out Hall of Fame ballots.
20 – Suggested deadline for leagues requesting sub-district, district, and state tournaments. Bids meeting requirements for hosting such tournaments should be mailed to your State Director.
31 – Postmark deadline for mailing ballots to Hall of Fame Chairman.

JUNE

1 – NO FRANCHISE APPLICATION OR RENEWAL OF A FRANCHISE WILL BE ACCEPTED POSTMARKED OR BY ELECTRONIC DEVICE LATER THAN THIS DATE.
1 – Postmark or by electronic device deadline (unless earlier date is set by state organization) for registration of all local players and coaches in the DIXIE SWEETEES, DARLINGS, ANGELS, PONYTAILS, BELLES, and DEBS divisions with District and State Directors online. **NOTE:** Leagues who have not registered their players and coaches by this date risk being declared ineligible for tournament play. No player, coach, or division may be added no later than this date. Notice of any deletion of teams must be presented by this date to receive a refund of fees. **EXCEPTION:** A State Director, with approval from the National President, may allow a later registration date due o extenuating circumstance(s).
1 – **STATE DIRECTORS ARE TO REPORT THE NUMBER OF AGE DIVISIONS THEY WILL HAVE PARTICIPATING IN WORLD SERIES PLAY NO LATER THAN THIS DATE.**
1 – Suggested deadline for selection of sub-district, district, and state tournament sites.
1 – Deadline to notify the State Director that a division(s) in your league will not be participating in Dixie Softball tournaments for the current year. **PENALTY:** FAILURE TO NOTIFY THE STATE DIRECTOR BY THIS DATE WILL RESULT IN THE LEAGUE BEING INELIGIBLE TO PARTICIPATE IN ANY TOURNAMENTS THE NEXT SEASON THAT LEAGUE FRANCHISES WITH DS.
10 – **No Dixie Softball tournament shall begin before this date.**

JULY

1 – Postmark or electronic device deadline for nominating District Directors in each state. **NOTE: State or sectional tournaments are scheduled to be completed ten (10) days before the start of a particular division's World Series play begins. NOTE: BIRTH CERTIFICATES AND PLAYER AFFIDAVITS MUST BE INSPECTED FOR ALL DISTRICT TEAMS (REGARDLESS OF WHETHER OR NOT THE DISTRICT IS DIVIDED INTO SUB-DISTRICTS) AT LEAST SEVEN (7) DAYS PRIOR TO THE FIRST TOURNAMENT GAME.**
14 – Dixie SweeTees, Ponytails State Tournaments MUST be finished by this date.
21 – Dixie Darlings and Angels, Belles and Debs State Tournaments MUST be finished by this date.
24 – Teams are to arrive at the Dixie SweeTees World Series site (South Brunswick {Town Creek}, North Carolina).
24 – Teams are to arrive at the Dixie Ponytails World Series site (South Brunswick {Town Creek}, North Carolina).
24 – Teams are to arrive at the Dixie Belles World Series site (West Pasco {New Port Richey}, Florida).
24 – Teams are to arrive at the Dixie Debs World Series site (West Pasco {New Port Richey}, Florida).
31 – Teams are to arrive at the Dixie Darlings World Series site (Belleview, Florida).
31 – Teams are to arrive at the Dixie Angels World Series site (Belleview, Florida).

AUGUST

31 – District, State, and National Directors to assume office on this date or on the day of the Annual meeting of the Board of Directors of DS, whichever comes first, in the year they are elected. **NOTE:** If a director is not properly elected or appointed by this date, the office shall remain vacant until a proper appointment is made.

OFFICIAL PLAYING RULES – GENERAL – 2026

Wording shaded in gray indicates wording change since 2025

DEFINITIONS

1. ALTERED BAT – A bat is considered altered when the physical structure of a legal softball bat has been changed. Replacing the handle of a metal bat with a wooden or other type handle, inserting material inside the bat, applying excessive tape (more than two (2) layers) to the bat grip, or painting a bat at the top or bottom for other than identification purposes are examples of altering a bat. Replacing the grip with another legal grip is not considered altering the bat. A "flare" or "cone" grip attached to the bat is considered an altered bat.

2. APPEAL PLAY – An appeal play is a play upon which an umpire cannot decide until requested by a manager, player, or coach. The appeal must be made before the next pitch, legal or illegal, or before the defensive team has left the field. The defensive team has clearly left the field when the pitcher and all infielders have clearly left their normal fielding positions and have left fair territory on their way to the bench or dugout area. At the conclusion of the game, an appeal can be made up until the umpires leave the field of play.

3. APPROVED SUPPLIERS – Approved Suppliers are those listed annually by DS and can be referenced in this Rule Guide, the official DS website (www.dixiegirlsoftball.org), and the official DS Facebook page (Dixie Softball, Inc.).

4. BASE ON BALLS – A base on balls permits a batter to gain first base without liability to be put out and is awarded to a batter by the umpire when four (4) pitches are judged to be balls.

5. BASE PATH – A base path is an imaginary line three feet (3') to either side of a direct line between the bases.

6. BASE RUNNER – A base runner is a player of the team at bat who has finished her turn at bat, reached first base, and has not yet been put out.

7. BATTED BALL – A batted ball is any ball that hits the bat, or is hit by the bat, and which lands either in fair or foul territory. No intention to hit the ball is necessary.

8. BATTER'S BOX – The batter's box is the area to which the batter is restricted while in position with the intention of helping her team to obtain runs. The lines are considered as being inside the batter's box. Prior to the pitch, she may touch the lines, but no part of her foot may be outside the lines. Refer to SPECIFIC PLAYING RULES of each age division for dimensions of batter boxes.

9. BATTER/BASE RUNNER – A batter/base runner is a player who has finished her turn at bat but has not yet been put out or touched first (1st) base.

10. BATTING ORDER – The batting order is the official listing of offensive players in the order in which members of that team must come to bat. When the line-up card is submitted, it shall also include each player's position.

11. BLOCKED BALL – A blocked ball is a batted or thrown ball that is touched or handled by a person not engaged in the game, or which touches any object that is not part of the official equipment or official playing area. **NOTE**: If any illegal offensive equipment prevented the defense from making an out, the ball is dead, interference will be ruled, the player being played on shall be declared out, and each other base runner must return to the last base touched at the time of the dead ball declaration. If no play is obvious, a blocked ball is ruled, no one is called out, and each base runner must return to the last base touched at the time of the dead ball declaration.

12. BUNT – A bunt is a legally tapped ball not swung at but intentionally met with the bat and tapped slowly within the infield.

NOTE 1: A bunt attempt ("offer") is any movement of the bat toward the ball when the ball is over or near the plate area. The mere holding of the bat in the strike zone is not an attempt to bunt.

NOTE 2: Bunting is not allowed in Dixie SweeTees and Darlings.

13. CATCH – A catch is a legally caught ball which occurs when the fielder catches a batted, pitched, or thrown ball with her hand(s) or glove. If the ball is merely held in the fielder's arm(s) or prevented from dropping to the ground by some part of the fielder's body or clothing, the catch is not completed until the ball is in the grasp of the fielder's hand(s) or glove. It is not a catch if a fielder, immediately after she contacts the ball, collides with another player, umpire, or a fence, or falls to the ground and drops the ball because of the collision or falling to the ground. In establishing a valid catch, the fielder shall hold the ball long enough to prove she has complete control of the ball and that her release of the ball is voluntary and intentional. If a player drops the ball after reaching into her glove to remove the ball, or while in the act of throwing the ball, it is a valid catch. **NOTE:** A ball which strikes anything other than a defensive player while it is in flight is ruled the same as if it struck the ground.

14. CATCHER'S BOX – The catcher's box is that area within which the catcher must remain until the pitch is released. The lines are to be considered within the catcher's box.

15. CHAMPIONSHIP GAMES – Championship game(s) are those played by first or second half winners to determine league winner or those between tied teams to determine first or second half winner. They are not regular season scheduled games but extra games to determine the above.

16. CHARGED CONFERENCE – A charged conference takes place when:

A – (Defensive Conference) The defensive team requests a suspension of play for any reason, and a representative (not in the field) of the defensive team enters the playing field and gives the umpire cause to believe that he/she has delivered a message (by any means) to the pitcher. It is not a charged conference when the representative enters the field and removes the pitcher from the pitching position. When the representative crosses the foul line on the return to the dugout, the conference is over.

B – (Offensive Conference) the offensive team requests a suspension of play to allow the manager or other team representatives to confer with the batter and/or base runner(s). It is not a charged conference when an offensive pitcher is putting on a warm-up jacket on base or if the offense confers while the defensive team is in conference if the offense is ready to play when the defense's conference is over.

17. COACH – A coach is a member of the team at bat (whose name appears on the Player Registration Form) who takes his/her place within one of the coach's boxes on the field to direct the players of his/her team in running the bases. Two (2) coaches are allowed. **(NOTE: REFER TO DIXIE SWEETEES SPECIFIC RULES.)** A coach shall not have any object in his/her possession in the coach's box other than a
lineup sheet which shall be used for batting order purposes only. No communication equipment is allowed.

18. COACH-CATCHER – The offensive team's coach who plays the position of catcher when a coach-pitcher or pitching machine is used.

19. COACH-PITCHER – The offensive team's coach who pitches to the players on his/her team or who places the ball into the pitching machine.

20. COMMISSIONER – Where the word "Commissioner" appears it shall mean the National Commissioner of the division in question

unless otherwise noted.

21. CROW HOP – A crow hop is the illegal act of a pitcher who steps or hops off the front of the pitcher's plate, replants the pivot foot, establishing a second impetus (or starting point), pushes off from the newly established starting point and completes the delivery.

22. DEAD BALL – The ball is not in play and is not considered in play again until the pitcher has the ball in her possession and, is within eight feet (8') of the pitcher's plate and the plate umpire has called "Play ball".

23. DEFENSIVE TEAM – The defensive team is the team in the field.

24. DISLODGED BASE – A dislodged base is a base moved from its proper position.

25. DIVISION(S) – Division(s) is the term used for one or more age groups of a league.

26. DIXIE ANGELS – DIXIE ANGELS is the age division within a league with suggested ages of nine (9) and ten (10) years old.

27. DIXIE BELLES – DIXIE BELLES is the age division within a league with suggested ages of thirteen (13) to fifteen (15) years old.

28. DIXIE DARLINGS – DIXIE DARLINGS is the age division within a league with suggested ages of seven (7) and eight (8) years old.

29. DIXIE DEBS – DIXIE DEBS is the age division within a league with suggested ages of sixteen (16) to nineteen (19) years old.

30. DIXIE PONYTAILS – DIXIE PONYTAILS is the age division within a league with suggested ages of eleven (11) and twelve (12) years old.

31. DIXIE SWEETEES – DIXIE SWEETEES is the age division within a league with suggested ages of four (4) to six (6) years old.

32. DOUBLE PLAY – A double play is a play by the defense resulting in two (2) offensive players being legally put out.

33. EJECTION – An infraction which requires removal from the game by the umpire, whereby the ejected player or coach can no longer participate. A flagrant act will require the player or coach to leave the grounds for the remainder of the game.

34. FAIR BALL – A fair ball is a batted ball that:

A – Settles or is touched on or over fair territory between home plate and first (1st) base or between home plate and third (3rd) base.

B – Bounds past first (1st) or third (3rd) base on or over fair territory.

C – Bounds over any part of the first (1st) or third (3rd) base bag, regardless of where the ball hits after going over the base bag.

D – While on or over fair territory, touches the person, attached equipment or clothing of a player or an umpire.

E – Touches first (1st), second (2nd) or third (3rd) base.

F – First falls or is first touched on or over fair territory beyond first (1st) or third (3rd) base.

G – While over fair territory, passes out of the playing field beyond the outfield fence.

H – Hits the foul pole above the fence level. **NOTE:** A fair fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is in fair or foul territory when she touches the ball. It does not matter whether the ball first touches fair or foul territory if it does not touch anything foreign to the natural ground in foul territory and complies with all other aspects of a fair ball.

35. FAIR TERRITORY – Fair territory is that part of the playing field within and including the first (1st) and third (3rd) base foul lines from home plate to the extreme playing field fence and perpendicularly upward.

36. FAKE TAG – A fake tag is a form of obstruction by a fielder who neither has the ball nor is about to receive the ball, and which impedes the progress of a runner either advancing or returning to a base. The runner does not have to stop or slide. Merely slowing down when a fake tag is administered would constitute obstruction.

37. FIELDER – A fielder is any player of the team on the playing field.

38. FLY BALL – A fly ball is any ball batted into the air.

39. FORCE OUT – A force-out is an out which can be made only when a base runner loses the right to the base she is occupying because the batter becomes a batter/base runner, and before the batter/runner or a succeeding base runner has been put out.

40. FOUL BALL – A foul ball is a batted ball that**:**

A – Settles or is touched on or in foul territory between home plate and first (1st) base, or between home plate and (3rd) third base**.**

B – Bounds or rolls past first (1st) or third (3rd) base on or over foul territory**.**

C – While on or over foul territory, touches the person, attached equipment or clothing of a player or an umpire, or any object foreign to the natural ground and provided a fair ball declaration had not been made prior to the ball entering foul territory.

D – First falls or is first touched over foul territory beyond first (1st) base or third (3rd) base.

E – Touches the batter or the bat a second time while the ball is within the batter's box.

F – Immediately rebounds up from the ground or home plate and hits the bat a second time while the batter is in the batter's box.

NOTE 1: A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on foul or fair territory at the time, she touches the ball.

NOTE 2: A fly ball that is caught in foul territory before it hits the ground or anything foreign to the natural ground is a "live" ball and will be played as if the fly ball was caught in fair territory.

41. FOUL TIP – A foul tip is a batted ball which goes directly from the bat, not higher than the batter's head, to the catcher's hand(s) and is legally caught by the catcher. **NOTE:** It is not a foul tip unless caught, and any foul tip that is caught is a strike and the ball is in play. It is not a catch if it is a rebound unless the ball touched the catcher's hand(s) or glove.

42. HELMET – A helmet with double ear flaps shall be the type which has safety features equal to or greater than those provided by the full plastic cap with padding on the inside. The liner or skull type helmet does not meet the rules specification.

43. HOME TEAM – The home team is the team on whose grounds the game is played, or if the game is played on neutral ground, the home team shall be designated by mutual agreement or by a flip of a coin.

44. ILLEGAL BAT – An illegal bat is one that does not meet the requirements of Rule 2:02.

45. ILLEGALLY BATTED BALL – An illegally batted ball occurs when: **A** – A batter's entire foot is completely outside the lines of the batter's box and on the ground when she hits a ball fair or foul. **B** – Any part of the batter's foot is touching home plate when she hits the ball fair or foul. **C** – The batter hits the ball with an illegal bat.

46. ILLEGALLY CAUGHT BALL – An illegally caught ball occurs when a fielder catches a batted or thrown ball with her cap, mask, protector, pocket, detached glove, or any part of her uniform that is detached from its proper place.

47. ILLEGAL PITCHER – An illegal pitcher is a player legally in the game but one who may not pitch because of being removed from the pitching position by the umpire as a result of three (3) charged conferences in one (1) inning or having used up her eligible number of innings to pitch, or if she returns to the pitching position before she is eligible to do so after pitching a certain number of innings in the

game prior to the game she presently is pitching in.

48. ILLEGAL PLAYER – An illegal player is a player who has entered the game without reporting. When brought to the plate umpire's attention by the offended team before the first pitch (legal or illegal) or play.

49. INELIGIBLE PLAYER – An ineligible player is a player who does not meet the requirements of Dixie Softball. The determination of eligibility is not the responsibility of the umpire.

50. IN FLIGHT – In flight describes any batted, thrown, or pitched ball which has not yet touched the ground or some object other than a fielder.

51. IN JEOPARDY – In jeopardy is a term indicating that the ball is in play and an offensive player may be put out.

52. INFIELD – The infield is that portion of the field in fair territory which includes areas normally covered by infielders.

53. INFIELD FLY – An **INFIELD FLY** is a fair fly ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort when first and second or first, second and third bases are occupied, before two (2) are out. The pitcher, catcher and any outfielder who positions herself in the infield on the play shall be considered infielders for the purpose of this rule. **NOTE:** When it seems apparent that a batted ball will be an **INFIELD FLY**, the umpire shall IMMEDIATELY declare **"INFIELD FLY, THE BATTER IS OUT"** for the benefit of the base runners. If the ball is near the foul line, the umpire shall declare **"INFIELD FLY, THE BATTER IS OUT IF FAIR"**. The ball is live, and base runners may advance at the risk of the ball being caught or retouched and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul. If a declared **INFIELD FLY** is allowed to fall untouched to the ground and bounces foul before passing first (1st base or third (3rd) base, it is a foul ball. If a declared **INFIELD FLY** falls untouched to the ground outside the foul line and bounces fair before passing first (1st base or third (3rd) base, it is an **INFIELD FLY**. **NOTE:** When an umpire decides that a ball shall be ruled an **INFIELD FLY**, he/she shall declare that it is an **INFIELD FLY** by giving the **INFIELD FLY** signal as well as vocally declaring that it is an **"INFIELD FLY"** in a voice that can be heard by the nearest fielder. Regardless of whether the nearest fielder hears the call or not, the **INFIELD FLY** rule shall be in effect, and no protest will be allowed.

54. INNING – An inning is that portion of a game within which the teams alternate on offense and defense and in which there are three (3) outs for each team. A new inning begins immediately after the final out of the previous inning.

55. INTERFERENCE – Interference is the act of an offensive player or team member which impedes or confuses a defensive player attempting to execute a play.

56. LEAGUE – League is the term used when a franchise is filed with two (2) or more teams in one (1) or more divisions.

57. LEAPING – Leaping is an illegal act by the pitcher which causes her to be airborne on her initial move and push from the pitcher's plate. The momentum built by the forward movement of the pitcher causing the entire body, including both the pivot foot and the non-pivot foot, to be in the air and moving toward home plate as the delivery is completed.

58. LEGAL TOUCH – A legal touch occurs when a base runner or batter/base runner, who is not touching a base, is touched by the ball while it is securely held in a fielder's hand(s). The ball is not considered as having been securely held if it is juggled or dropped by the fielder after having touched the base runner unless the base runner deliberately knocks the ball from the hand of the fielder. It is sufficient for the base runner to be touched with the hand(s) or glove which holds the ball.

59. LEGALLY CAUGHT BALL – A legally caught ball occurs when a fielder catches a batted, pitched, or thrown ball, provided it is not caught in the fielder's cap, mask, protector, pocket, or other part of her uniform that is detached from its proper place on her person. It must be caught and firmly held with a hand or hands. A player may not be contacting anything in a "dead" ball area at the time of the catch.

60. LINE DRIVE – A line drive is a fly ball that is batted sharply and directly into the playing field.

61. LOCAL LEAGUE OPTION – Gives a league the right to adopt any rule for **LOCAL LEAGUE OPTION. If the league's governing body fails to adopt the rule it does not apply. NOTE: This option does not give a league the right to redesign** the rule to its satisfaction, but only the right to accept the option of using it or not.

62. MANAGER – The manager is the person (whose name appears on the Player Registration Blank) designated as the "head coach" and is responsible for the actions and behavior of his/her team.

63. OBSTRUCTION – Obstruction is the act of: **A** – A defensive player or team member which hinders or prevents a batter from striking or hitting a pitched ball. **B** – A fielder, **(1)** not in possession of the ball, **(2)** not in the act of fielding a batted ball, or **(3)** not about to receive a thrown ball which impedes the progress of a base runner or batter-base runner who is legally running bases.

64. OFFENSIVE TEAM – The offensive team is the team at bat.

65. ON-DECK BATTER – The on-deck batter is the offensive player whose name follows the name of the batter in the batting order. She shall take a position within the lines of the on-deck circle behind the batter.

66. OUTFIELD – The outfield is that portion of the field which is outside the diamond formed by the baselines, or the area not normally covered by an infielder, and within the foul lines beyond first (1st) base and third (3rd) base and boundaries of the grounds.

67. OVERSLIDE – An over slide is the act of an offensive player when, as a base runner, she over slides a base she is attempting to reach. It is usually caused when her momentum causes her to lose contact with the base which then causes her to be in jeopardy. The batter/base runner may over slide first base without being in jeopardy.

68. OVERTHROW – An overthrow occurs when a thrown ball from a fielder goes beyond the boundary line of the playing field (dead ball territory). Should the overthrow be ruled a blocked ball, the ball is dead. NOTE: The aforementioned is the rule unless changed under the Specific Rules of an age division.

69. PASSED BALL – A passed ball is a legally delivered ball that should have been held or controlled by the catcher with ordinary effort.

70. PIVOT FOOT – The pivot foot is that foot which must remain in contact with the pitcher 's plate. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.

71. "PLAY BALL" – "Play ball" is the term used by the plate umpire to indicate that play shall begin or be resumed when the pitcher or player-pitcher has the ball in their possession and is within eight feet (8') of the pitcher's plate. All defensive players except the catcher, who must be in her catcher's box, must be anywhere on fair ground to put the ball in play. Players of the team in the field may be stationed anywhere on fair territory, except the catcher, who must be in the catcher's box, and the pitcher, who must be in a legal pitching position at the start of each pitch. When a pitch is delivered without all defensive players in fair territory, an illegal pitch shall be declared. **NOTE: REFER TO DIXIE SWEETEES** and **DARLINGS SPECIFIC RULES.**

72. PLAYER-PITCHER – The defensive team's player playing the pitcher's position when a batting tee, coach-pitcher or pitching machine is used.

73. PLAYING SITUATION – A playing situation is anything covered under the playing rules of DS and/or regular softball.

74. PRESIDENT – Where the word "President " appears it shall mean the National President of Dixie Softball, Inc. unless otherwise noted.

75. PROGRAM – A program is where two or more leagues play under the same set of directors.

76. QUICK RETURN PITCH – A quick return pitch is one made by the pitcher with the obvious attempt to catch the batter off balance. This would be before the batter takes her desired position in the batter's box or while she is still off balance because of the previous pitch.

77. SACRIFICE FLY – A sacrifice fly is scored when, with fewer than two (2) outs, **A –** the batter scores a base runner with a fly ball or line drive that is caught or **B –** the batter scores a base runner with a fly ball or line drive that is dropped by an outfielder (or an infielder running into the outfield), and, in the scorer's judgment, the base runner could have scored after the catch had the fly ball or line drive been caught.

78. SERIES – Series is more than one (1) game played between teams.

79. STARTING PITCHER – The starting pitcher is the player listed as pitcher on the lineup card or official scorebook who throws the first pitch of the game.

80. STEALING – Stealing is the act of a base runner attempting to advance during a pitch to the batter.

81. STRIKE ZONE – The strike zone is that space over any part of home plate between the batter's arm pits and the top of her knees when she assumes a natural batting stance.

82. "TIME" – "**Time"** is the term used by the umpire to order the suspension of play.

83. TRIPLE PLAY – A triple play is a continuous action play by the defense in which three (3) offensive players are put out.

84. TURN AT BAT – A turn at bat begins when a player first enters the batter's box and continues until she is put out or becomes a batter/base runner.

85. WILD PITCH – A wild pitch is a legally delivered ball so high, so low, or so wide of home plate that the catcher cannot, or does not, stop and control it with ordinary effort.

1:00 – THE PLAYING FIELD, GENERAL

NOTE: REFER TO SPECIFIC RULES OF EACH DIVISION FOR CERTAIN SPECIFIC RULES CONCERNING THE PLAYING FIELD AND ITS EFFECT TO EACH DIVISION.

1:01 – There shall be a batter's box on each side of home plate. The inside lines of the batter's box shall be four inches (4") from home plate. The lines are considered part of the batter's box. **NOTE:** Refer to SPECIFIC PLAYING RULES of each division for dimensions of batter boxes.

1:02 – Home plate shall be seventeen inches (17") long on the edge nearest the p pitcher's plate and shall be seventeen inches (17") from this side to the back point. T the two sides shall be eight and one-half inches (8½") long before they angle back. Construction shall be of white rubber, with black beveled aprons, and spikes may be permanent or removable. Construction shall provide maximum protection in design.

1:03 – The pitcher's plate shall be of white rubber six inches (6") by twenty-four inches (24") and shall be placed on the same level as the home plate.

NOTE 1: Refer to the specific playing rules of each age division for the distance o of the pitching plate.

NOTE 2: DIXIE SOFTBALL recognizes the fact that in some areas both boys and girls play on the same field and therefore approves of fields that have a raised pitching mound. However, it is highly recommended that such mounds be removed, when possible, for all tournament play.

1:04 – (**LOCAL LEAGUE OPTION)** There shall be an eight-foot (8') RADIUS circle around the pitcher's plate. It shall be measured from the center of the pitcher's plate. **NOTE:** If a league decides not to draw the circle, it will be judged by the umpires and all rules covering the circle will apply.

1:05 – Bases shall be of material of the league's own choice (cloth or rubber) but shall be of official size fourteen inches by fourteen inches by two and one-fourth inches (14" x 14" x 21/4") maximum. Bases may be anchored by straps or by the Hollywood type anchors. DS recommends that the break-away safety bases be used at second (2nd) and third (3rd) bases. When a double first base is used, the base shall be considered as one (1) base for the calling of plays. **EXAMPLE A:** If a base runner steps on the white part of the base, it shall be treated as if she had stepped on the orange part of the base. **EXAMPLE B:** If a fielder steps on the orange part of the base it shall be treated as if she stepped on the white part of the base. **NOTE:** If a game starts with the pitcher's plate, the eight-foot RADIUS circle and/or bases at the wrong distance, the error, when discovered, will be corrected and the game shall resume from the point of when the error was discovered. All results of a game up to the point of discovery of the error shall remain intact and are not to be replayed.

1:06 – Dixie Softball allows local leagues to use the field dimensions of their field(s) and a homerun will be a ball hit over the fence. However, it is recommended that the fence distance for the DIXIE SWEETEES be a minimum of one hundred twenty feet (120') and a maximum of one hundred forty feet (140').

1:07 – The catcher's box shall be the foul lines extended nine feet (9'), with the points then joined.

1:08 – The base runner's path on the first (1st) base line shall be three feet (3') outside of the foul line and shall begin thirty feet (30') from home plate and extended parallel to the foul line to first (1st) base.

1:09 – The coach's box is between two lines eight feet (8') long drawn outside the playing field. The lines shall be four feet (4') apart and are parallel to and six feet (6') from the first (1st) and third (3rd) baseline extended toward home plate.

1:10 – Lighted fields shall be those deemed safe by local league officials.

1:11 – Infields may be either grassed (natural or artificial) or skinned (no grass).

2:00 – EQUIPMENT/UNIFORMS/SAFETY

NOTE: Approved 2026 DS eleven-inch (11") and twelve-inch (12") softball manufacturers as of November 30, 2024: **DIAMOND SPORTS.** As other softball manufacturers are approved, they will be posted on the official DS website (www.dixiegirlsoftball.org) and the DS Facebook page (Dixie Softball, Inc.) **NOTE:** THE OFFICIAL SOFTBALL FOR ALL DIXIE SOFTBALL TOURNAMENTS IN 2026 WILL BE **DIAMOND SPORTS**.

2:01 – The official softball shall be a regular, smooth-seam or mid youth stitch or flat surfaced ball. For season play only but not in tournament play, leagues may use the equivalent of a "Level 5" safety softball in DIXIE SWEETEES. The cover of the ball may also be made of synthetic material. All softballs for DS play will be optic yellow in color. The color of thread used in stitching the softball is optional with the manufacturer.

NOTE A: The official softball for the DIXIE SWEETEES, DARLINGS, and ANGELS shall be a softball not less than ten and seven-eighths inches (10-7/8") nor more than eleven and one-eighth inches (11-1/8") in circumference and shall weigh not less than five and seven-eighths ounces (5-7/8 oz) nor more than six and one-eighth ounces (6-1/8 oz) avoirdupois.

NOTE B: The official softball for the DIXIE PONYTAILS, BELLES and DEBS shall be a softball not less than eleven and seven-eighths inches (11-7/8") nor more than twelve and one-eighth inches (12-1/8") in circumference and shall weigh not less than six and one-fourth ounces (6-1/4 oz) nor more than seven ounces (7 oz) avoirdupois.

NOTE C: Leagues have the option to use the eleven-inch (11") and/or twelve-inch (12") softball in their local league play when a league combines its DIXIE ANGELS and PONYTAILS divisions. Combined teams may allow the DIXIE PONYTAILS age players to use the twelve-inch (12") softball and the DIXIE ANGELS age players to use the eleven-inch (11") softball in the same game if they so choose. However, the softball used during DIXIE PONYTAILS tournament play shall be the twelve-inch (12") softball and during DIXIE ANGELS tournament play shall be the eleven-inch (11") softball.

NOTE D: Only softballs that bear the signature of the National President of DS, a DS logo, and is stamped by an "approved" manufacturer, can be used in any regular season game.

NOTE E: All softballs used in Dixie Softball play must NOT exceed a COR of 0.47. Softballs with a COR of less than 0.47 may be used. All temperature treated softballs are illegal.

NOTE F: NEW LEAGUES WILL BE GIVEN TWO (2) YEARS IN WHICH TO USE THEIR PRESENT STOCK OF UNAPPROVED SOFTBALLS. ANY GAMES PLAYED USING SOFTBALLS THAT ARE NOT APPROVED BY DS WILL NOT BE OFFICIAL GAMES AND WILL NOT COUNT IN LEAGUE STANDINGS WITH THE EXCEPTION OF NEW LEAGUES.

NOTE F: Leagues may have the option to use approved softballs or the soft feeling softballs in the DIXIE SWEETEES and DARLINGS divisions during regular season play.

NOTE G: Approved 2026 DS bat manufacturers as of November 30, 2025, are: **MIZUNO TBA .** As other bat manufacturers are approved, they will be posted on the official DS website (www.dixiegirlsoftball.org) and the DS Facebook page (Dixie Softball, Inc.)

2:02 – The official bat shall be round, made of one piece of hard wood, or formed from a block of wood consisting of two (2) or more pieces of wood bonded together with an adhesive in such a way that the grain directions of all pieces is essentially parallel to the length of the bat. Plastic, bamboo, ceramic, graphite, carbon, magnesium, fiberglass, or any other composite material approved by DS are acceptable materials for construction of bats. Any such laminated bat shall contain only wood or adhesive, except for a clear finish. The bat shall be no more than thirty-four inches (34") long and not more than two and one-fourth inches (21/4") in diameter at its largest part. A tolerance of one thirty-seconds inch (1/32") is permitted to allow for expansion. The bat, in its entirety, shall not exceed thirty-eight ounces (38 oz.) in weight. The bat shall have a safety grip of cork, tape, or composition material. The safety grip shall not be less than ten inches (10") long and shall not extend more than fifteen inches (15") from the small end of the bat. The bat shall not have nails, staples, screws, or any form of exterior fastener that would present a hazard. All exposed surfaces of the bat shall be smooth and free of burrs.

NOTE A: DIXIE SWEETEES BATS CAN MEASURE NO LONGER THAN THIRTY-ONE INCHES (31") IN LENGTH.

The bat may be made of one-piece or multi-piece metal. The bat shall have no exposed rivets, pins, rough or sharp edges, or any form of exterior fastener that would present a hazard. All exposed surfaces of the bat shall be smooth and free of burrs. A metal bat shall not have a wooden handle. It shall conform to all the above specifications in the preceding paragraph with the exception that it is metal instead of wood, plastic, or bamboo. Unless the bat is made with one-piece construction with the barrel end closed, there shall be a rubber or vinyl plastic insert firmly secured at the large end of the bat. A ONE-PIECE RUBBER GRIP AND KNOB COMBINATION IS ILLEGAL. A metal or magnesium bat must have a knob on the handle end welded or mechanically fastened. Bats may be "flame treated" or natural finish or colored, and the stamped markings showing that they are "OFFICIAL SOFTBALL", "YOUTH SOFTBALL" or "FASTPITCH SOFTBALL" must remain throughout their normal life. Only bats that meet the above specifications shall become official and recognized as an "Approved DS Model." Shaved, rolled, or loaded bats are illegal.

NOTE B: ALL BATS (MADE OF ANY MATERIAL) MUST BE STAMPED "OFFICIAL SOFTBALL", "YOUTH SOFTBALL" OR "FASTPITCH SOFTBALL" AND MUST BEAR THE NAME OF AN "APPROVED DS MANUFACTURER".

NOTE C: Only a DS official "training" or "warm-up" bat will be allowed in the dugouts and the warm-up batter's circle during all Dixie Softball games.

NOTE D: Umpires have the authority to remove any bat that they deem unsafe due to the bat's color, condition, construction etc.

EXCEPTION: DS RESERVES THE RIGHT TO APPROVE/DISAPPROVE ANY BAT THAT MEETS THE SPECIFICATIONS OF RULE 2:02 OR THOSE APPROVED/ DISAPPROVED BY THE USA GOVERNING BODY OF SOFTBALL. Leagues joining DIXIE SOFTBALL shall be permitted to use presently owned bats not manufactured by an "Approved" manufacturer for the first two (2) years **but not during tournament play.**

2:03 – Players may wear any type clothing in local league play approved by the league provided they do not contradict any other DS apparel rule. Ball caps or visors, when worn, are considered part of clothing. Individual players may wear a cap or visor. However, if more than one cap or visor are worn by a team, the caps or visors must coordinate with the rest of the player's uniform. Players on a team may wear caps or visors but not both types during the same game. **EXCEPTION:** The catcher, batter, on-deck batter, base runner, player/coach, player/bat girls etc., are allowed to wear a cap or visor under helmets they are wearing outside the dugout area. This applies to catchers, batters, base runners, player coaches, on-deck batters, bat girls, fielders etc., if the helmet does not fit incorrectly on the head.

NOTE A: The umpire shall rule whether the helmet fits correctly. If the umpire rules that a helmet fits incorrectly, the cap or visor must be removed. No protest will be allowed regarding the umpire's decision. The cap or visor can be worn backward if the helmet fits properly.

NOTE B: Clothing shall include shoes, and a pitcher shall not wear a shirt with long sleeves that blend with the color of the softball.

NOTE C: Advertisements, emblems and/or wording that would denote or infer the use of alcoholic beverages, tobacco, gambling, illegal drugs, obscenities, or profanity shall not appear on uniforms, equipment, or team gear.

NOTE D: For safety reasons, designs that resemble a softball shall NOT be found anywhere on uniforms. DS recommends that all uniforms of a color that blends in with that of the softball should not be used. Any patch or uniform design, etc. approved by DS can be worn. DS reserves the right to refuse any design on uniforms, clothing or equipment worn by a player, coach, or fan.

NOTE E: Dixie Softball recommends that each player participating in regular season play have on their uniform the DS emblem (patch).

2:04 – Players or other personnel on the field, including managers, coaches, umpires, player/bat girls, etc., SHALL NOT wear shoes with metal cleats.

2:05 – Coaches MUST present a neat appearance including shirt, pants, shorts, and shoes (open-toed, heelless, or flip-flop shoes are not allowed). If shorts are worn, they must be of modest length. Halter, tank and tube tops and the like are prohibited. Tops must reach below the proper belt line of pants or shorts.

2:06 – For safety and prevention of injury, jewelry such as wrist watches, bracelets, earrings, necklaces, rings, hair barrettes, hairpins, ponytail holders, safety pins etc. that are made of a hard substance along with any other item deemed dangerous by the plate umpire **SHALL NOT BE WORN** during the game by players, coaches, and umpires. Covering these items with tape or other substances are not permitted. Casts are permitted with the following stipulations: (1) the player MUST have the attending doctor's written note allowing her to play with the cast on; (2) a letter of permission for the player to play from the parent(s) or guardian; (3) the cast MUST be padded with one-half inch (1/2") closed cell foam and wrapped with COBAN or its equivalent; and (4) the padding MUST be approved by the plate umpire as NOT dangerous.

NOTE A: Any player who does not meet all four (4) stipulations CANNOT play in a game, even if her absence would cause her team to have to concede or forfeit the game. Devices worn by players to receive/send information (from team coaches only) will be permitted if they are: (1) made of soft material and are of one-piece construction; (2) do not have any flaps; (3) **are worn on the non-pitching/throwing arm of the player**; (4) are not similar in color to the softball; (5) are not electronic in any way; (6) and are approved by the home plate umpire.

N**OTE B:** If at any time the home plate umpire decides that the use of these devices slows down the progress of the game, he/she can have the devices removed after one (1) warning and without appeal. Anyone other than a team's coach, who MUST BE inside the playing area, that is sending messages will be removed from the playing area entirely. The penalty for a player who does not remove any item deemed dangerous by the plate umpire shall be removal of the player from the game and she shall not be allowed to re-enter the same game.

NOTE C: Items in a dugout area such as bats, balls, gloves, batting helmets, catcher's equipment, bat bags, all buckets etc., must be stored in a manner so as to not be a safety hazard to the players (i.e., off the floor or in the bat rack). Equipment and other items deemed not essential to the game should not be in the dugout.

NOTE D: For safety reasons and to avoid interference with plays, coaches should remain inside the dugout.

NOTE E: Cell phones or other electronic devices will not be allowed on the person or in equipment bags within the confines of the playing/dugout area by players, coaches, and umpires. Any phones needed may be kept by a person sitting in a spectator's area.

NOTE F: NO FIREAMS, KNIVES OR WEAPONS OF ANY KIND WILL BE ALLOWED INSIDE THE CONFINES OF THE PLAYING AREA EXCEPT BY LAW OFFICERS THAT ARE CALLED TO THE SCENE. POLICIES SET FORTH BY LOCAL GOVERNMENTS/LEAGUES WILL GOVERN AREAS OUTSIDE THE PLAYING AREA. DS HIGHLY RECOMMENDS THAT WEAPONS OF ANY KIND NOT BE ALLOWED INSIDE THE PARK AREA EXCEPT BY AUTHORIZED LAW OFFICIALS. NOTE: ALL COACHES AND UMPIRES MUST ABIDE BY SAFETY RULE 2:06.

NOTE G: Dixie Softball, Inc. reserves the right to deem anything brought onto the playing area that may cause harm to the players, as a safety hazard and whatever item is deemed hazardous to the players shall be removed from the playing area.

2:07 – Each batter and each base runner MUST wear a batter's helmet, and each catcher must wear a catcher's helmet which meets the below requirements. Batter's helmets only, must bear the **NOCSAE** seal of approval. Catcher's helmets are not required to bear this seal. The helmet must fit snuggly to the head and must be worn as intended by the manufacturer.

NOTE A: Helmets SHALL NOT be worn in an improper manner, such as on the back of the head, etc., and if a player's hairstyle causes the helmet to fit improperly, then the player should change her hairstyle so that the helmet will fit properly. The batter's helmet shall be made of Ultra High Impact Plastic or High Impact Plastic Shell. The shell shall consist of one-piece construction or two pieces (if they snap into a single unit like the one-piece construction type). The helmet shall have ear flap pieces and full protection for the head and temple. The padding shall be of heavy rubber or similar material. The use of the web-type suspension inside the helmet is not recommended. It is recommended that all future replacements of present helmet stocks be of the padded type. Batting helmets can either be the style that requires a chin strap or the pressurized style that does not require a chin strap. However, if a pressurized helmet does not fit a player properly, a chin strap style of helmet should be used instead. If a helmet has a place for chin straps to be snapped to the helmet, chin straps MUST be worn. All helmets MUST be properly worn any time that a player is required to wear a batting helmet. **NOTE:** The penalty for a player not wearing the chin strap after receiving one (1) warning in a game is that she will be called out for each subsequent time that she comes to bat or runs the bases with an illegal helmet.

NOTE B: A player MUST NOT REMOVE her helmet while at bat or while running the bases. A helmet must be worn by any offensive player while on the playing field or outside the dugout area, such as the player/bat girl, on-deck batter, batter, base runner, or as a base coach. Penalty for removal of the helmet while on the playing field shall be a warning from the umpire for a first offense while the second and subsequent offenses in the same game will result in the player being called out. If the violation is by a player/ bat girl, on-deck batter, or base coach, the penalty for their second (2nd) offense is removal from the game and from the field.

NOTE C: DS, its officers and directors, do not assume any liability for any equipment, altered or not altered, that is used in any DS activity. Leagues, coaches, and players who choose to have their helmet(s) painted by someone other than the manufacturer or an authorized dealer must assume all liability for any injuries caused by an altered helmet. This statement does not approve of the

painting/air brushing of helmets other than by the manufacturer or an authorized dealer but rather is a warning to those who choose to paint/air brush their helmets that they must assume liability for the helmet which may void the manufacturer's warranty.

WARNING: Manufacturers have warned that altering helmets in any way can be dangerous. Alterations of a helmet in any form, including painting, by anyone other than the manufacturer or an authorized dealer may void the warranty!

2:08 – A face guard attached to the batting helmet is required for play in all age divisions for all batters, base runners, on-deck batters, player/bat girls and players serving as a base coach. The face guard becomes a permanent part of the helmet according to all rules. Wearing a helmet is optional for adult coaches. Approved facial protective devices must provide full coverage which will include, but not limited to, protection for the eyes, nose, mouth, teeth, jaw, and cheek bones as well as the forehead and temple areas.

NOTE: All infielders and pitchers or player-pitcher **MUST** wear facemasks in DIXIE SWEETEES, DIXIE SWEETEES **X-*play***, DIXIE DARLINGS, DIXIE ANGELS, and DIXIE ANGELS **X-*play***. All pitchers in DIXIE PONYTAILS, DIXIE PONYTAILS *x-Play*, DIXIE BELLES and DIXIE DEBS **MUST** wear a facemask.

2:09 – Catchers must wear a softball style body protector, catcher's helmet, facemask, and softball style shin guards. A hard, plastic protector manufactured for the purpose of protecting the throat shall be always attached to the mask securely, (hockey-style masks as well), always. (Homemade devices made from other pieces of equipment nor permanent manufactured extensions on masks, cannot be used for this purpose.) The catcher's helmet shall be made of Ultra High Impact Plastic or High Impact Plastic Shell with a heavy rubber padding or similar product. The helmet may be made part of the mask or a separate unit. All catcher's helmets must be the style that completely covers the catcher's ears. The catcher's equipment, other than the helmet, may be the choice of the local organization as almost all equipment mentioned is of high quality and affords the necessary protection. DIXIE SOFTBALL urges that such equipment be purchased to fit the catcher as intended by the manufacturer. Injuries may be caused by improperly fitting equipment that is too loose or too tight.

NOTE: Body protectors should be adjusted for snug fit and shin guards shall cover the catcher's knees when in a squatting position.

2:10 – Any player warming up a pitcher on the mound, in a bullpen or elsewhere, shall wear a catcher's mask with a helmet and throat protector even if the mask has a manufactured extension at the bottom of the mask. A BATTING HELMET WITH ONLY A FACEGUARD CANNOT BE USED TO WARM UP THE PITCHER. It is strongly recommended that only players warm up pitchers at any time during practice and all games. Anyone, including adults, warming up a pitcher MUST wear a catcher's helmet with a facemask and throat protector. ONLY REGISTERED MANAGERS, COACHES AND PLAYERS CAN WARM UP A PITCHER WITHIN THE CONFINES OF THE PLAYING FACILITY. Facility is defined as the parking area, outside or inside the playing field. In other words, any area deemed as a part of the facility on which the game will be played.

NOTE A: Pitchers should be warmed up in designated areas only. If a player is throwing underhanded during warm-ups, she shall be assumed to be a pitcher. Whether the person warming up the pitcher is standing, sitting, or in the normal catcher's position, they must wear the protective catcher's mask with a helmet and throat protector. **PENALTY:** If any player, manager, or coach (regardless of catching position) is caught warming up a pitcher without the proper helmet and face mask protection, the manager/head coach of that team shall be removed as a manager/head coach and shall NOT be allowed inside the playing field/dugout area for that game or the next game, whichever is applicable. Following any subsequent violation of this rule during a tournament, the manager/head coach shall be removed from further managing/coaching for the remainder of the tournament.

NOTE B: Adult males warming up a pitcher SHALL wear a protective cup and a chest protector. Adult females warming up a pitcher should wear a chest protector.

2:11 – The on-deck batter will use the on-deck batter's circle behind the batter that is at bat during a practice or regular game. **NOTE:** If a field is laid out in such a manner that the on-deck batter would be behind a protective fence, screen, etc., then the on-deck batter may stand in the on-deck batter's circle nearest her dugout.

2:12 – A player, manager, coach, or umpire who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the judgment of the umpire or in the case where an umpire is involved, the judgment of the umpire not involved. Uniform rule violations will NOT be enforced if a uniform change is required. The umpire shall **(a)** Stop the game and allow treatment if the injured person will affect the continuation of the game. **(b)** Immediately call a manager, coach, trainer, or other authorized person to aid the injured person. **(c)** Apply the rules of the game regarding substitution and player re-entry, if necessary.

2:13 – Gloves may be worn by any player, but mitts may be used only by the catcher and first baseman. The pitcher's glove shall be solid or multi-colored if none of the colors are like that of the softball. Multi-color gloves are acceptable for all other players.

2:14 – The style or make of all other equipment that is used in the DIXIE SOFTBALL program shall be the choice of the local league. However, it is highly recommended that leagues purchase "DIXIE SOFTBALL APPROVED" equipment when purchasing new stock as it benefits the entire DIXIE SOFTBALL program.

2:15 – NO PLAYING EQUIPMENT (including buckets) SHALL BE LEFT LYING ON THE FIELD, EITHER IN FAIR OR FOUL TERRITORY.

2:16 – DS recommends that lightning detectors be installed at all softball field complexes.

3:00 – THE GAME, GENERAL

NOTE: REFER TO SPECIFIC RULES OF EACH DIVISION FOR SPECIFIC RULES CONCERNING THE GAME AND ITS EFFECT TO EACH DIVISION.

PLAYERS/SUBSTITUTES

3:01 – A team must have the required number of players to start or continue a game. Requirements are as follows: DIXIE SWEETEES, DARLINGS, and ANGELS, ten (10) players. DIXIE PONYTAILS, BELLES and DEBS, nine (9) players.

NOTE: Any team not having the required number of players to start or continue a game MUST forfeit the game. However, if the opposing team wants to start or continue a game when a team does not have the required number of players, they may do so, but the game will be counted as a forfeiture win for the team that has the required number of players. **EXCEPTION:** A league may choose to

play games without the proper number of players and may borrow players of equal or less age, without penalty, if the borrowed player is a registered player from the same league. Players shall not be allowed to pitch for any team using them as a borrowed player. If a league chooses to accept this EXCEPTION, the acceptance must appear in the league's By-Laws.

3:02 – Player's positions shall be designated as follows: (1) pitcher, (2) catcher, (3) first baseman, (4) second baseman, (5) third baseman, (6) shortstop, (7) left fielder, (8) center fielder and (9) right fielder.

NOTE: In the DIXIE SWEETEES, DARLINGS and ANGELS there is an extra outfielder who shall be designated as (10) short fielder. The short fielder shall be considered an outfielder and will be subject to the rules for outfielders and must be in an outfielder's position when the ball is hit.

3:03 – EACH LEAGUE MUST COMPLY WITH THE PLAYER PARTICIPATION REQUIREMENT RULE OF DIXIE SOFTBALL.

(A) – All players, on every team (regular season and tournament play), must play at least six (6) consecutive outs on defense. **EXCEPTION:** This rule shall apply only if the game is completed: DIXIE SWEETEES, DARLINGS, and ANGELS five (5) innings, DIXIE PONYTAILS six (6) innings, and DIXIE BELLES and DEBS seven (7) innings. **PENALTY:** If the winning team violates this rule, it shall forfeit the game provided that the opposing manager files a protest within the fifteen (15) minute time limit allowed for such protest (refer to rule 4:03). (In addition, the umpire-in-chief shall declare a forfeit for any team, which attempts to intentionally allow the opposing team to score to extend the game so that it may comply with the player participation requirement.)

NOTE: Local leagues shall have the authority to adopt local rule requiring more than six (6) consecutive outs on defense.

(B) – Managers are required to list all players in the batting order for each game. The batting order will be continuous and shall remain the same throughout the game. **EXCEPTION:** If a player is removed from the game for any reason, her spot in the batting order shall be skipped for the remainder of the game without penalty. If removed from the game on offense while at bat, for an injury or a medical reason, the next batter in the batting order will replace the removed player and the replacement batter will assume the count of the removed player. If the player is removed due to an injury or medical reason while occupying a base, the last preceding player not on base will replace the removed player at that time. **EXAMPLE:** If the Number six (6) batter is replaced on base under this rule, the Number five (5) batter would replace the removed player. If the Number five (5) batter is already on base, then continue to Number four (4) or Number three (3) batter and so on until the selection of the replacement involves someone who is not currently on base. This rule is intended to prevent a player from coming to bat for a player who is on base running for another player and to eliminate manipulation of runners. Players who arrive late after the game has started may be added to the end of the batting order. Any player who will not be participating in a game shall not have her name listed in the batting order.

3:04 – A player will not violate the substitution rule until one **(1)** legal or illegal pitch has been thrown. The following regulations govern the substitution of players. The coach of the team making the substitution should immediately notify the official scorekeeper, who will ask the umpire to suspend the game and have the substitution announced. A player shall be officially in the game without penalty: (1) Offensively, when her name appears in the batting order. **(2)** Defensively, when she takes the place of the fielder for whom she is being substituted. **(3)** If a pitcher when she takes her place on the pitcher's plate. **EXCEPTION:** Each pitcher whose name has been announced or is listed as the starting pitcher or who has taken her place on the pitcher's plate, must pitch until the first batter facing her has completed her turn at bat or the side has been retired. Any other player may be removed from the game at any time.

NOTE 1: If a pitcher, after having pitched in a game, takes warmup pitches before an inning but is removed before she throws a pitch to a batter, she does not have to pitch to a batter to satisfy this rule.

NOTE 2: All substitutions MUST be reported to the official scorekeeper. **PENALTY:** If a substitution is not reported to the official scorekeeper, it could result in the forfeiture of the game if properly protested.

3:05A – "Illegal" substitutions must be noticed by the opposing manager and called to the attention of an umpire immediately upon the "illegal" substitute entering the game and before another pitch is thrown or before another play. If no complaint of an "illegal" substitution is made before the first pitch or play, the substitution becomes legal. PENALTY FOR VIOLATION (when noticed and protested as outlined above): Immediate removal of the "illegal" substitute from the game.

NOTE 3: For the purpose of this rule, a player enters the game when **(a)** a batter steps into the batter's box, **(b)** a fielder takes a fielding position, or **(c)** a runner takes a position on the basepath as a base runner.

3:05B – If an "illegal" pitcher is substituted into the game, this is a continuing violation and may be protested at any time during its continuation. **PENALTY FOR VIOLATION:** The "illegal" pitcher shall be removed from the mound, and the offended team shall have the choice of replaying the game from the point that the "illegal" pitcher entered the game to pitch or continue from the point where the violation is discovered. If otherwise eligible, the pitcher who is removed from the mound may stay in the game in another defensive position.

NOTE 1: For the purpose of this rule, a player enters the game as a pitcher when she has delivered her first pitch or in the case where a batting tee or pitching machine or a coach/pitch situation comes into play, when a player assumes a position within the eight-foot (8') RADIUS circle.

NOTE 2: Innings pitched by an illegal substitute pitcher shall count as innings pitched for the illegal substitute pitcher.

EXAMPLE: Anne Adams pitches:

DIXIE ANGELS seven (7) innings,

DIXIE PONYTAILS: eight (8) innings, or

DIXIE BELLES and DEBS: nine (9) innings on Tuesday then starts as pitcher Wednesday. She is an illegal pitcher for the entire game on Wednesday. However, if she is not noticed and protested before the game ends, it is a legal game, and no protest can be made of that game based on Anne Adams being an illegal pitcher. At any time during the Wednesday game, upon proper protest, Anne Adams could have been removed from the mound. If Anne Adams pitches on Thursday she is continuing the violation and again subject to removal upon proper protest (The innings pitched Wednesday still count).

3:06 – Coaches on the baselines may be: **(a)** Eligible players, and **(b)** DS registered managers and coaches.

4:00 – PROTESTS

4:01 – PROTESTS SHALL NOT BE RECEIVED OR CONSIDERED IF THEY ARE BASED ON A DECISION INVOLVING THE ACCURACY OF THE JUDGMENT ON THE PART OF AN UMPIRE. Examples of protests which will not be considered are:

(A) – Whether a batted ball was fair or foul.
(B) – Whether a base runner was safe or out.
(C) – Whether a pitched ball was a strike or a ball.
(D) – Whether a pitch was legal or illegal.
(E) – Whether a base runner did or did not touch a base.
(F) – Whether a base runner left her base too soon on a caught fly ball.
(G) – Whether a fly ball was or was not caught legally.
(H) – Whether it was or was not an **INFIELD FLY**.
(I) – Whether there was or was not an interference.
(J) – Whether the field is fit to continue or resume play. **(k)** Whether there is sufficient light to continue play. **(l)** Any other matter involving only the accuracy of the umpire's judgment.

4:02 – PROTESTS THAT SHALL BE RECEIVED AND CONSIDERED CONCERN MATTERS ONLY OF THE FOLLOWING TYPES:
(A) – Misinterpretation or violation of a playing rule.
(B) – Failure of an umpire to apply the correct rule to a given situation.
(C) – Failure of an umpire to impose the correct penalty for a given situation.
(D) – Use of an ineligible player.

4:03 – Only the team manager or the acting team manager shall be entitled to file a protest. The notification of intent to protest must be made to the plate umpire immediately before the next pitch. The plate umpire shall in turn notify the opposing manager and official scorekeeper that the game is being played under protest. All interested parties shall take notice of the conditions surrounding the making of the decision that will aid in the correct determination of the issue. Failure of the Plate Umpire to make the announcement of protest shall not affect the validity of the protest.

NOTE: A game shall not be considered as complete until the opposing manager has an opportunity to make a protest on a game-ending play. Fifteen (15) minutes shall be considered sufficient time for the fulfillment of this rule.

4:04 – A protest based on a play situation shall be considered only if it is filed with the local League President within forty-eight (48) hours.

NOTE: Protests may involve both a matter of judgment and the interpretation of a rule. **EXAMPLE:** With one out and base runners on second (2nd) base and third (3rd) base, the batter flied out, the runner on third (3rd) base tagged up after the catch but the base runner on second (2nd) base did not. The base runner on third (3rd) base crossed the plate before the ball was played at second (2nd) base for the third (3rd) out. The umpire did not allow the run to score. The questions as to whether the base runners left their bases before the catch and whether the play at second (2nd) base was made before the player on third (3rd) base crossed the plate are solely matters of judgment and cannot be protested. **The failure of the umpire to allow the run to score was a misinterpretation of a playing rule and was a proper subject for protest.**

4:05 – A protest on the grounds of ineligibility of a player shall be filed with the local League President within forty-eight (48) hours after the completion of the game.

NOTE 1: Only the game or games protested shall be considered.

NOTE 2: An illegal substitution is one in violation of playing rules and includes the improper use of a pitcher. Section (4:04) applies to illegal substitutions and Section (4:05) to ineligibility of a player. For the purpose of this rule, an ineligible player shall be a player who is not eligible to participate in the league because of age, boundary requirements or other reasons and is not to be confused with illegal substitutions.

EXAMPLE: A player on Team A plays the first four (4) games of the season. Team B's manager protests the last of these four (4) games on grounds of ineligibility. The local governing body upholds the protest, but only for the game in question, not for the first three (3) games, as each game must be protested within the forty-eight (48) hour limit.

4:06 – All protests must be made to the League President in writing, within forty-eight (48) hours after completion of the game protested and should contain the following information: **(a)** The date, time, and place of the game. **(b)** The names of the umpires and scorers. **(c)** The rule(s) and section(s) of the Official Rules or local rules under which the protest is made. **(d)** The decision and conditions surrounding the making of the decision. **(e)** All essential facts involved in the matter that is being protested.

4:07 – The local league must act on any properly submitted protest within five (5) days upon receiving such a protest. Both managers of the teams involved in the protest shall be given a written reply of the judgment of the local protest committee. If a league does not act on the protest within five (5) days, the protesting manager has the right to appeal the protest to the next level of authority.

(a) The decision made on a protested game MUST result in one of the following: **(1)** The protest is found invalid, and the game score stands as played. **(2)** When a protest is allowed for misinterpretation of a playing rule, the game is replayed from the point at which the incorrect decision was made with the decision corrected. **(3)** When a protest for ineligibility is allowed, the game shall be forfeited to the offended team.

(b) Appeal of a protest decision to the next level of authority MUST be made verbally within twenty-four (24) hours and/or in writing, postmarked within forty-eight (48) hours from the time of the decision.

(c) The District Director must act verbally on any appeal carried to him which complies with Dixie Softball appeal procedures within seventy-two (72) hours upon receipt of an appeal and he/she MUST follow up his/her decision in writing within forty-eight (48) hours from the time of his/her decision.

(d) The State Director must act verbally on any appeal carried to him/her which complies with Dixie Softball appeal procedures within five (5) days upon receipt of an appeal and he/she MUST follow up his/her decision in writing within forty-eight (48) hours from the time of his/her decision.

NOTE on (b), (c) and (d): After an appeal is made verbally, a written appeal must be sent to the next level of authority postmarked within forty-eight (48) hours after a decision has been made on the protest. (e) The National Commissioner shall be the ultimate arbiter in any dispute or protest concerning rules and regulations and must act verbally or in writing within five (5) days upon receipt of an appeal that complies with Dixie Softball appeal procedures. If the Commissioner's decision is done verbally,

he/she must follow up his/her verbal decision in writing within forty-eight (48) hours of his/her decision.

Protests and appeals of protest decisions MUST follow the chain of command before they will be ruled upon. The chain of command is as follows: **FIRST** – the local league; **SECOND –** the District Director; **THIRD –** the State Director; **FOURTH and FINAL –** is the National Commissioner. Any skip in this chain of command (where all steps are present) will void the protest or the appeal of a protest decision.

4:08 – If a ruling is made by a commissioner, that is not covered in the DS rules, the ruling will be the rule until the DS national board of directors, at the next DS national board meeting, either upholds the ruling or changes the ruling or voids the ruling altogether.

5:00 – EIGHT FOOT RADIUS CIRCLE RULE

NOTE: REFER TO SPECIFIC RULES OF EACH DIVISION FOR CERTAIN SPECIFIC RULES CONCERNING THE EIGHT-FOOT RADIUS CIRCLE RULE AND ITS EFFECT TO EACH DIVISION.

5:01 — The eight-foot (8') RADIUS circle is as follows:

(A) – The circle shall be measured from the center of the pitcher's plate.

(B) – When a base runner is legitimately off her base after a pitch or the result of a batter completing her turn at bat, while the pitcher has the ball in her possession within the eight-foot (8') RADIUS circle, the base runner must IMMEDIATELY attempt to advance to the next base or IMMEDIATELY return to the base she last occupied.

(C) – Failure to IMMEDIATELY proceed to the next base or return to her last occupied base, once the pitcher has possession of the ball within the eight-foot (8') RADIUS circle, shall result in the baserunner being declared "out". NOTE: The umpire should give the base runner benefit of the natural reactions and reflexes of a human being.

(D) – Once the base runner returns to or proceeds to a base and leaves said base for any reason unless a play is made on her or another base runner, the base runner is called OUT. If the pitcher throws the ball from the eight-foot (8') RADIUS circle, carries it from there, sets the ball on the ground or in her glove on the ground, or hands or throws it to a player within the eight-foot (8') RADIUS circle, it is interpreted as MAKING A PLAY and base runners may leave the base at their own risk provided time is not out.

(E) – When the base runner is not given sufficient time to return to a base, she shall not be called out for being off base when the pitch is made to the batter. She may advance as though she had left the base legally unless otherwise noted in the specific playing rules of a particular age division in this rule guide.

NOTES ON THE ABOVE: The responsibility is now completely on the base runner. There is NO obligation on the pitcher to LOOK, FAKE or THROW. A base on balls or dropped third (3rd) strike in which the batter is entitled to run, is treated the same as a batted ball. The batter/base runner may continue past first (1st) base and is entitled to run toward second (2nd) base if she does not stop at first (1st) base. If she stops, after she rounds first (1st) base, she then must comply with Rule 5:01 (B). If, after the pitcher has possession of the ball within the eight-foot (8') RADIUS circle, the base runner starts back to the last base she legally occupied or forward to another base, and then stops or reverses her direction, she is called "OUT", unless the pitcher makes a play on her or another base runner. If the pitcher makes a play on the base runner, the base runner may stop or reverse her direction.

NOTE 1: Faking a throw constitutes making a play: unless otherwise noted in the specific playing rules of a particular age division in this rule guide. If, after the pitcher has possession of the ball within the eight-foot (8') RADIUS circle, the base runner just stands there and does not IMMEDIATELY attempt to advance or return, she is OUT.

NOTE 2: "IMMEDIATELY" WILL BE IN THE JUDGMENT OF THE UMPIRES. THERE WILL BE NO PROTEST ON HIS/HER CALL.

6:00 – PITCHING REGULATIONS, GENERAL

NOTE: REFER TO SPECIFIC RULES OF EACH DIVISION FOR CERTAIN SPECIFIC RULES CONCERNING PITCHING AND ITS EFFECT TO EACH DIVISION.

6:01 — Before starting the delivery (pitch), the pitcher shall comply with the following:

(A) She shall take a position with any part of each foot in contact with the ground or pitcher's plate, within the twenty-four-inch (24") length of the pitcher's plate. The stride foot may be on or behind the pitcher's plate as far back as desired. Once the pitcher initially sets the toe of her stride foot, she MAY NOT step back any further to increase the distance behind the pitcher's plate.

NOTE 1: This rule does not allow the pitcher to take a step back before delivering a pitch. It does allow her to place the toes of her stride foot on the ground which allows the pitcher to "rock" back before delivery of the pitch. However, the stride foot CANNOT be lifted off the ground at any time during the delivery until she is delivering the pitch, stepping forward.

NOTE 2: If a pitcher chooses to use the standard "both feet" touching the pitching plate before delivering the pitch, she may do so.

(B) Preliminary to pitching: **(1)** The pitcher must come to a full and complete stop facing the batter with both shoulders in line with first (1st) and third (3rd) base, and with the ball held in both hands in front of the body. **(2)** This position must be maintained at least one (1) second and not more than ten (10) seconds before taking one (1) hand off the ball to start the delivery. At least one (1) foot must always remain in contact with the pitching plate prior to the forward step. **(3)** The pitcher shall not be considered in pitching position unless the catcher is in position to receive the pitch. (4**)** The pitcher may not take the pitching position on or near the pitcher's plate without having the ball in her possession.

NOTE 3: To indicate to the pitcher that she may NOT start the pitch, the home plate umpire should raise one (1) hand with the palm facing the pitcher. "NO PITCH" shall be declared if the pitcher pitches while the umpire has his/her hand in said position.

6:02 – THE PITCH STARTS:

(A) when one (1) hand is taken off the ball or the pitcher makes any motion that is part of her windup

(B) In the act of delivering the ball, the pitcher shall not take more than one (1) step, **which must be forward**, toward the batter, and simultaneous with the delivery of the ball to the batter.

(C) Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.

(D) The pivot foot may remain in contact or may push off and drag away from the pitching plate prior to the front foot touching the ground if the pivot foot remains in contact with the ground.

NOTE: It is not a step if the pitcher slides her foot on the pitcher's plate, provided contact is maintained with the plate. Raising the foot off the pitching plate and returning it to the plate creates a rocking motion and is an illegal act.

6:03 – **A LEGAL DELIVERY SHALL BE A BALL WHICH IS DELIVERED TO THE BATTER WITH AN UNDERHAND MOTION (WINDWILL OR SLINGSHOT) and:**

(A) – The release of the ball and the follow-through of the hand and wrist must be forward past the straight line of the body.

(B) – The hand shall be below the hip, and the wrist not farther from the body than the elbow.

(C) – The pitch is completed with a step toward the batter.

(D) – The catcher must be within the lines of the catcher's box when the pitch is released.

(E) – The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout or put-out made by the catcher.

(F) – The pitcher has ten (10) seconds to release the next pitch after receiving the ball, or after the umpire indicates "play ball".

EXCEPTION: 6:03 (E) does not apply with base runners on base.

6:04 – **THE PITCHER MAY USE ANY WIND-UP DESIRED, PROVIDED:**

(A) – She does not make any motion to pitch without immediately delivering the ball to the batter.

(B) – She does not use a rocker action in which, after having the ball in both hands in pitching position, she removes one hand from the ball, takes a backward and forward swing and returns the ball to both hands in front of the body.

(C) - She does not use a wind-up in which there is a stop or reversal of the forward motion.

(D) – She does not make more than one revolution of the arm in the windmill pitch. A pitcher may drop her arm to the side and to the rear before starting the windmill motion.

(E) – She does not continue to wind-up after taking the forward step which is simultaneous with the release of the ball.

6:05 – **THE PITCHER SHALL NOT DELIBERATELY DROP, ROLL, OR BOUNCE THE BALL WHILE IN THE PITCHING POSITION IN ORDER TO PREVENT THE BATTER FROM STRIKING IT.**

NOTE 1: All batters MUST be pitched to by the pitcher.

NOTE 2: The purpose of this rule is to prevent a farce from being made of the game of softball. If in the judgment of the plate umpire, the ball WAS thrown in such a manner, the penalty will be as follows: a ball called on the batter and all baserunners shall advance one (1) base.

NOTE 3: In DIXIE SWEETEES **X-*play*** and DIXIE DARLINGS, if in the judgement of the plate umpire the ball WAS thrown in such a manner, the penalty will be as follows: a strike called on the batter.

NOTE 4: A batter can be intentionally walked if the proper procedure is followed by the pitcher and catcher. If the pitcher desires to walk a batter intentionally, she must pitch to the batter and all defensive players (except the catcher who must be in the catcher's box) must be positioned in fair territory. If the defense does not position itself in fair territory, the umpire shall call an illegal pitch when the pitch is thrown.

6:06 – **THE PITCHER SHALL NOT AT ANY TIME DURING THE GAME BE ALLOWED TO USE TAPE OR OTHER SUBSTANCE(S) UPON THE BALL, THE PITCHING HAND, OR FINGERS; NOR SHALL ANY OTHER PLAYER APPLY ANY FOREIGN SUBSTANCE(S) TO THE BALL.** Under the supervision and control of the umpire, powdered resin may be used to dry the hands. The pitcher shall not wear a sweatband, flesh colored bandage, long sleeved undershirt or similar type item on the wrist, forearm, or arm, that is visible on the pitching arm.

NOTE 1: DIXIE SWEETEES AND DARLINGS PLAYER-PITCHERS ARE NOT SUBJECT TO THE RULE COVERING APPAREL ON THE ARM.

NOTE 2: Any infraction of 6:01 through 6:06 is an illegal pitch. The ball is dead. A ball is called on the batter. Baserunners are entitled to advance one (1) base without liability to be put out. **EXCEPTION:** If the pitcher completes the delivery of the ball to the batter and the batter hits the ball and reaches first base safely and all base runners advance at least one base then the play stands, and the illegal pitch is nullified. A delayed dead ball will be signaled by the umpire.

NOTE 3: An illegal pitch shall be called immediately when it becomes illegal. If called by the plate umpire, it shall be called in a voice so that the catcher and the batter will hear it. The plate umpire will also give the delayed dead ball signal. If called by the base umpire, it shall be called so that the nearest fielder shall hear it. The base umpire shall also give the delayed dead ball signal. Failure of the players to hear the call shall not void the call.

6:07 – **NO PITCH SHALL BE DECLARED WHEN:**

(A) – The pitcher pitches during suspension of play.

(B) – The pitcher attempts a quick return of the ball before the batter has taken position or is off balance because of a previous pitch.

(C) – A base runner is called out for leaving a base prior to the pitcher releasing the pitch. NOTE: Refer to Specific Playing Rules of each division for application of this rule.

(D) – The pitcher pitches before a base runner has retouched her base after a foul ball has been declared and the ball is dead.

(E) – NO PLAYER, MANAGER, OR COACH SHALL CALL TIME, EMPLOY ANY OTHER WORD, OR PHRASE, OR COMMIT ANY ACT WHILE THE BALL IS ALIVE AND IN PLAY FOR THE OBVIOUS PURPOSE OF TRYING TO MAKE THE PITCHER COMMIT AN ILLEGAL PITCH.

NOTE: "No pitch" shall be declared, and a warning issued to the offending team. A repeat of this type of action by any member of the team warned shall result in the offender being removed from the game.

6:08 – IF THE BALL SLIPS FROM THE PITCHER'S HAND DURING HER WIND-UP OR DURING THE BACKSWING, THE BALL WILL BE IN PLAY AND THE BASE RUNNERS MAY ADVANCE AT THEIR OWN RISK.

6:09 – THE PITCHER SHALL NOT THROW TO A BASE DURING A LIVE BALL WHILE HER FOOT IS IN CONTACT WITH THE PITCHER'S PLATE AFTER SHE HAS TAKEN THE PITCHING POSITION.

NOTE 1: This is an illegal pitch, the ball is dead, a ball is called on the batter and all runners advance one base. If the throw from the pitcher's plate is during an appeal play, the appeal is cancelled.

NOTE 2: The pitcher can remove herself from the pitching position by stepping backwards off the pitcher's plate. Stepping

forward or sideways constitutes an illegal pitch.

NOTE 3: In the DIXIE SWEETEES and DARLINGS divisions there is NOT to be an illegal pitch called. It should be noted to both the offensive and defensive managers what was done wrong so that it can be corrected. If a pitcher, after consultation with both managers, continues to make illegal pitches, as judged by the umpire, she shall be removed from the mound if she cannot correct the reason for the pitch being judged an illegal pitch.

6:10 – **AT THE BEGINNING OF EACH INNING OR WHEN A PITCHER RELIEVES ANOTHER, NO MORE THAN ONE (1) MINUTE MAY BE USED TO DELIVER NO MORE THAN FIVE (5) BALLS TO THE CATCHER, TEAMMATE OR COACH.**

NOTE 1: If the new pitcher has not had the benefit of sideline warm-up, she may have two (2) minutes to deliver no more than ten (10) balls to the catcher or coach. Play shall be suspended during this time. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch more than what she is allowed.

NOTE 2: The pitcher shall be charged only for the innings pitched. If a pitcher does not have to pitch the bottom half of an inning, she is NOT charged for that inning.

NOTE 3: A pitcher shall be charged with an inning pitched for any part of an inning in which she pitches, including a single pitch.

7:00 – BATTING, GENERAL

NOTE: REFER TO SPECIFIC RULES OF EACH DIVISION FOR CERTAIN SPECIFIC RULES CONCERNING BATTING AND ITS EFFECT TO EACH DIVISION.

7:01 – **THE BATTER SHALL TAKE HER POSITION WITHIN THE LINES OF THE BATTER'S BOX.**

(A) – The batter shall not have her entire foot touching the ground completely outside of the lines of the batter's box or touching home plate when the ball is hit, foul or fair**.**

(B) – The batter shall not step directly across in front of the catcher to the other batter's box while the pitcher is in position ready to pitch.

(C) – The batter shall not hit the ball with an illegal bat. **EFFECT 7:01 (A-C):** The ball is dead. The batter is out, base runners may NOT advance.

(D) – The batter shall not enter the batter's box with an altered bat. **EFFECT 7:01 (D):** The ball is dead, the batter is out and without warning, the batter is removed from further participation in the game, and baserunners may not advance.

(E) The batter must take her position within one (1) minute after the umpire has called "Play ball". **EFFECT 7:01 (E):** The ball is dead. The batter is out.

7:02 – **EACH PLAYER OF THE SIDE AT BAT SHALL BECOME A BATTER IN THE ORDER IN WHICH HER NAME APPEARS ON THE SCORE SHEET.**

(A) – The batting order of each team must be on the scoresheet and must be delivered before the game by the manager to the official scorekeeper. He/she shall submit it to the inspection of the manager of the opposing team.

(B) – The batting order delivered to the official scorekeeper must be followed throughout the game unless a player has been removed for any reason.

(C) – The first (1st) batter in each inning shall be the batter whose name follows that of the last player who completed a turn at bat in the preceding inning. **EFFECT 7:02 (A--C):** Batting out of order is an appeal play which may be made by the defensive team only and while the ball is dead:

(1) – If the error is discovered while the incorrect batter is at bat, correct batter may take her place, assume any balls, and strikes, and any runs scored, or bases run while the incorrect batter was at bat shall be legal.

(2) – If the error is discovered after the incorrect batter has completed her turn at bat and before there has been a pitch to another batter, the player who should have batted is out. Any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first (1st) base on a hit, an error, a base on balls, or a hit batter shall be nullified. The next batter is the player whose name follows that of the player called out for failing to bat. If the batter declared out under the circumstances is the third out, the correct batter in the next inning shall be the player who would have come to bat had the players been put out by ordinary play.

(3) – If the error is discovered after the first pitch to the next batter, the turn at bat of the incorrect batter is legal, all runs scored and bases run are legal, and the next batter in order shall be the one whose name follows that of the incorrect batter. No one is called out for failure to bat. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order.

(4) – No base runner shall be removed from the base she is occupying to bat in her proper place. She merely misses her turn at bat with no penalty. The batter following her in the batting order becomes the legal batter.

(D) – When the third (3rd) out in an inning is made before the batter has completed her turn at bat, she shall be the first batter in the next inning, and the ball and strike count on her shall be cancelled.

NOTE: If a player arrives after the game has begun, she may be added to the end of the batting order and entered on the score sheet.

7:03 – **THE BATTER SHALL NOT HINDER THE CATCHER FROM FIELDING OR THROWING THE BALL BY STEPPING OUT OF THE BATTER'S BOX OR INTENTIONALLY HINDER THE CATCHER WHILE STANDING WITHIN THE BATTER'S BOX. EFFECT 7:03:** The ball is dead, and baserunners must return to the last base that in the judgment of the umpire was touched at the time of the interference**. NOTE:** If in the judgment of the Home Plate umpire, a batter "wiggles" her bat or in any way intentionally tries to distract the pitcher and/or catcher, a "strike" will be called on the batter and all baserunners must return to their last legally occupied base. **EFFECT 7:03:** This is a "dead ball" call.

7:04 – **MEMBERS OF THE TEAM AT BAT SHALL NOT INTERFERE WITH A PLAYER ATTEMPTING TO FIELD A FOUL FLY BALL. EFFECT: 7:04:** The ball is dead, the batter is called OUT, and baserunners must return to the base legally held at the time of the pitch.

7:05 – **THE BATTER SHALL NOT HIT A FAIR BALL WITH THE BAT A SECOND TIME IN FAIR TERRITORY. NOTE:** If the batter drops the bat and the ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intention to interfere with the course of the ball, the batter is NOT OUT, and the ball is alive and in play. **EFFECT 7:05:** The ball is dead, the batter is out, and baserunners may not advance.

7:06 – If a batter slings her bat she will be declared "Out".
NOTE 1: No warning is to be given.
NOTE 2: Umpires should consider the velocity of the slung bat, the vicinity of where the bat landed and the age of the player before making this call.
NOTE 3: This is a "dead ball" call.
NOTE 4: DS recommends that umpires warn all players about slinging bats and the consequence of slinging a bat before each game starts.

7:07 – **A STRIKE IS CALLED BY THE UMPIRE:**
(A) – For each legally pitched ball entering the strike zone before touching the ground and at which the batter does not swing.
(B) – For each legally pitched ball struck at and missed by the batter.
(C) – For each foul tip held by the catcher.
(D) – For each foul ball not legally caught on the fly when the batter has less than two (2) strikes.
(E) – For each pitched ball struck at and missed which touches any part of the batter.
(F) – When any part of the batter's person is hit with her own batted ball when she is in the batter's box, and she has less than two (2) strikes.
(G) – When a delivered ball by the pitcher hits the batter while the ball is in the strike zone. **EFFECT 7:07 (D-G):** The ball is dead, and each base runner must return to her base without liability to be put out.

7:08 – **A BALL IS CALLED BY THE UMPIRE:**
(A) – For each legally pitched ball which does not enter the strike zone or touches the ground before reaching home plate or touches home plate and the batter does not swing. **EFFECT 708 (A):** The ball is in play, and base runners are entitled to advance with liability to be put out.
(B) – For each illegally pitched ball not swung at. **EFFECT 708 (B):** The ball is dead, and runners are entitled to advance one (1) base without liability to be put out.
(C) – When the pitcher fails to return the ball directly to the pitcher, as required in rule 6:03 (E).
(D) For each excessive warm-up pitch. **EFFECT 7:08 (C-D):** The ball is dead. Base runners may not advance.

7:09 – **A FAIR BALL IS A LEGALLY BATTED BALL WHICH:**
(A) – Settles or is touched on or over fair ground between home and first (1st) base or between home and third (3rd) base.
(B) – Bounds or rolls past first (1st) base or third (3rd) base on fair ground.
(C) – Touches first (1st) base, second (2nd) base, or third (3rd) base.
(D) – While on or over fair ground, touches the person, attached equipment, or clothing of an umpire or player.
(E) – First falls or is touched on or over fair territory beyond first, second or third base.
NOTE: A fair fly must be judged according to the relative position of the ball and the foul line regardless of whether the fielder is on fair or foul ground at the time she touches the ball. **EFFECT 7:09 (A-E):** The ball is in play and base runners are entitled to advance any number of bases with liability to be put out. The batter becomes a base runner unless the **INFIELD FLY** rule applies.
(F) – Hits a foul line pole on the fly. If the ball hits the pole above the fence level, it shall be a home run.

7:10 – **A FOUL BALL IS A LEGALLY BATTED BALL WHICH:**
(A) – Settles or is touched on foul ground between home and first (1st) base or between home and third (3rd) base.
(B) – Bounds or rolls past first (1st) base or third (3rd) base on or over foul ground.
(C) – First falls or is first touched on or over foul ground beyond first (1st) base or third (3rd) base.
(D) – While on or over foul ground touches the person or clothing of an umpire, player, or is blocked. **EFFECT 7:10 (A-D): 1)** The ball is dead unless it is a legally caught foul fly. If a foul fly is caught the batter is out. **2)** A strike is called on the batter unless she already has two (2) strikes. **3)** Base runners must return to their bases without liability to be put out unless a foul fly is caught. In this case, the base runner may advance with liability to be put out after the ball has been touched.

7:11 – **A FOUL TIP IS A BATTED BALL WHICH GOES DIRECTLY FROM THE BAT, NOT HIGHER THAN THE BATTER'S HEAD, TO THE CATCHER'S HANDS AND IS LEGALLY CAUGHT BY THE CATCHER. NOTE:** It is not a foul tip unless caught and any foul tip that is caught is a strike. The ball is in play. **EFFECT 7:11:** A strike is called; the ball remains in play.

7:12 – THE BATTER IS OUT UNDER THE FOLLOWING CIRCUMSTANCES:
(A) – When the third (3rd) strike is struck at and missed and touches any part of the batter's person.
(B) – When a batter appears in the batter's box with or is discovered using an altered bat.
(C) – When a fly ball is legally caught.
(D) – Immediately when she hits an **INFIELD FLY** with base runners on first base and second base or on first base, second base and third base with less than two (2) outs. This is called the **INFIELD FLY RULE**. **EXCEPTION:** 7:12 (D) does NOT apply to the DIXIE SWEETEES and DARLINGS.
(E) – Batter is out if fielder intentionally drops a fair fly or line drive with first (1st) base; first (1st) base and second (2nd) base; first (1st) base and third (3rd) base; or first (1st) base, second (2nd) base, and third (3rd) base occupied before two (2) outs. Base runners need not retouch and may advance at their own risk. **NOTE:** A trapped ball shall not be considered as having been intentionally dropped.
(F) – The batter/base runner is out if a preceding baserunner shall, in the umpire's judgment, intentionally interfere with a fielder who is attempting to catch a thrown ball or to throw a ball to complete the play. The base runner shall also be called out and interference called.
(G) – When the third (3rd) strike is caught by the catcher. **(H)** When she bunts foul after the second (2nd) strike.

7:13 – **THE BATTER IS NOT OUT IF A FIELDER MAKING A PLAY ON HER USES AN ILLEGAL GLOVE. NOTE:** The manager of the offended team has the option of having the batter bat over and assuming the ball and strike count she had prior to the pitch she hit; or taking the result of the play.

7:14 – **ON-DECK BATTER:**
(A) – The on-deck batter is the offensive player whose name follows the name of the batter in the batting order.
NOTE: A team is not required to have an on-deck batter unless the home plate umpire deems that the game will better be served by having an on-deck batter, then teams must have an on-deck batter**.**
(B) The on-deck batter shall take a position within the lines of the on-deck circle. **NOTE:** Refer to Rule 2:10, for application of this rule.

(C) – The on-deck batter may leave the on-deck circle: **(1)** When she becomes the batter. **(2)** To direct base runners advancing from third (3RD) base to home plate.

(D) – When the on-deck batter interferes with the defensive player's opportunity to make a play on a runner, the runner closest to home plate at the time of the interference shall be declared out.

(E) – The provision of 7:04 shall apply to the on-deck batter.

8:00 – BASE RUNNING, GENERAL

NOTE: REFER TO SPECIFIC RULES OF EACH DIVISION FOR CERTAIN SPECIFIC RULES CONCERNING BASE RUNNING AND ITS EFFECT TO EACH DIVISION.

8:01 – **THE BASE RUNNERS MUST TOUCH BASES IN LEGAL ORDER, I.E., FIRST (1ST) BASE, SECOND (2ND) BASE, THIRD (3RD) BASE, AND HOME PLATE:**

(A) – When a base runner must return while the ball is in play, she must touch the bases in reverse order. **EFFECT 8:01 (A):** The ball is in play and base runners must return with liability to be put out.

(B) – When a base runner acquires the right to a base by touching it before being put out, she is entitled to hold the base until she has legally touched the next base in order or is forced to vacate it for a succeeding base runner.

(C) – When a base runner dislodges a base from its proper position, neither she nor succeeding base runners in the same series of plays are compelled to follow a base unreasonably out of position. **EFFECT 8:01 (B-C):** The ball is in play and base runners may advance with liability to be put out.

(D) – A base runner shall not run bases in reverse order either to confuse the fielders or to make a farce of the game. **EFFECT 8:01 (D):** The ball is dead, and the base runner is out.

(E) – Two (2) base runners may not occupy the same base simultaneously. **EFFECT: 8:01 (E):** The base runner who first legally occupied the base shall be entitled to it while the other base runner may be put out by being touched with the ball**.**

(F) – Failure of a preceding base runner to touch a base or to leave a base legally on a caught fly ball and who is declared out does not affect the status of a succeeding base runner who touches the bases in proper order. However, if the failure to touch a base in regular order or to leave a base legally on a caught fly ball is the third (3rd) out of the inning, no succeeding base runner may score a run.

(G) – No base runner may return to touch a missed base or a base that she had left illegally after a following base runner has scored.

(H) – After the ball becomes dead, no base runner may return to touch a missed base or a base that she has left after she has advanced to and touched a base beyond the missed base or a base that she has left illegally, even after the ball becomes alive.

(I) – No base runner may return to touch a missed base or a base that she had left illegally once she enters her team area.

(J) – When a walk is issued, all base runners must touch all bases in legal order.

8:02 – **THE BATTER BECOMES A BASE RUNNER:**

(A) – As soon as she hits a fair ball. **EFFECT 8:02 (A):** The ball is in play and the batter becomes a base runner with liability to be put out.

(B) – When a fair ball strikes the person or clothing of an umpire on foul ground. **EFFECT 8:02 (B):** The ball is in play and the batter becomes a base runner with the liability to be put out.

(C) – When four (4) balls have been called by the umpire. NOTE: If a defensive coach or catcher requests to intentionally walk a batter, without having to pitch to the batter prior to or during the at-bat, the request will be granted by the home plate umpire. **EFFECT 8:02 (C):** The ball is in play unless it has been blocked. The batter is entitled to one (1) base without liability to be put out.

(D) – When the catcher or any other fielder interferes with or prevents her from striking at a pitched ball. **EFFECT 8:02 (D):** The ball is dead and not in play and the batter is entitled to one (1) base without liability to be put out unless the batter reaches first base safely and all other base runners have advanced at least one (1) base, then play continues without reference to the interference.

(E) – When a fair ball strikes the person or clothing of the umpire or a base runner on fair ground. **EFFECT 8:02 (E): (1)** If the ball hits the umpire or base runner after passing a fielder other than the pitcher or touched by infielder including the pitcher the ball is in play. **(2)** If the ball hits the umpire or base runner before passing a fielder, the ball is dead, and the batter is entitled to first base without liability to be put out.

(F) – When a pitched ball, not struck at by a batter, touches any part of the batter's person or clothing while she is in the batter's box. It does not matter if the ball strikes the ground before hitting her. The batter's hands are not to be considered as part of the bat. **EFFECT 8:02 (F):** The ball is dead, and the batter is entitled to one (1) base without liability to be put out

8:03 – **BASE RUNNERS ARE ENTITLED TO ADVANCE WITH LIABILITY TO BE PUT OUT UNDER THE FOLLOWING CIRCUMSTANCES:**

(A) – When the ball is overthrown into fair or foul territory and is not blocked.

(B) – When the ball is batted into fair territory and is not blocked.

(C) – A legally caught fly ball is first touched.

(D) – If a fair ball strikes the umpire or a base runner after having passed an infielder, other than the pitcher or having been touched by an infielder including the pitcher, the ball shall be considered in play. Also, if a fair ball strikes an umpire on foul ground, the ball shall be in play. **EFFECT 8:03 (A-D):** The ball is alive and in play.

8:04 – **A PLAYER FORFEITS HER EXEMPTION FROM LIABILITY TO GET PUT OUT:**

(A) – If, while the ball is in play, she fails to touch the base to which she was entitled before attempting to advance to the next base. If the base runner put out is the batter/base runner at first d(1st) base or any other base runner forced to advance because the batter became a base runner, this out is a force-out.

(B) – If, after overrunning first (1st) base, the batter/base runner attempts to continue to second (2nd) base.

(C) – If, after dislodging the base, the batter/base runner tries to continue to the next base.

8:05 – **BASE RUNNERS ARE ENTITLED TO ADVANCE WITHOUT LIABILITY TO BE PUT OUT:**

(A) – When forced to vacate a base because the batter was awarded a base on balls. **EFFECT 8:05 (A):** The ball remains in play unless it is blocked. The base runner affected is entitled to one (1) base and may advance further at her own risk if the ball is in play.

NOTE: In the DIXIE DARLINGS and ANGELS divisions, the batter that receives a base on balls must stop at first (1st) base. All other

base runners may advance only if they are forced to do so.

(B) – When a fielder obstructs the base runner from making a base unless the fielder is trying to field a batted ball or has the ball ready to touch the base runner. **EFFECT 8:05 (B):** When obstruction occurs, the umpire shall call and signal "Obstruction". **(1)** If a play is being made on the obstructed base runner, or if the batter/base runner is obstructed before she touches first (1st) base, the ball is dead and all base runners shall advance, without liability to be put out, to the bases they would have reached, in the umpire's judgment, if there had been no obstruction. The obstructed base runner shall be awarded at least one base beyond the base that she had last legally touched before the obstruction. Any preceding base runners, forced to advance by the award of bases as the penalty for obstruction, shall advance without liability to be put out. **(2)** If no play is being made on the obstructed base runner, the play shall proceed until no further action is possible. The umpire shall then call "Time" and impose such penalties, if any, as in his/her judgment will nullify the act of obstruction.

(C) – When a wild pitch or passed ball goes under, over, through or lodges in the backstop. **EFFECT 8:05 (C):** The ball is dead. All base runners are awarded one (1) base only. The batter is awarded first (1st) base only, on the fourth (4th) ball. **NOTE:** 8:05 (C) does not apply to the DIXIE SWEETEES, DARLINGS and ANGELS divisions.

(D) – For being hit by a pitched ball.

(E) – For being interfered with by the catcher when striking at a pitched ball.

(F) – If, with a base runner on third base and trying to score by means of a squeeze play or a steal, the catcher, or any other fielder steps on, or in front of home plate without possession of the ball, or touches the batter or her bat, the pitcher shall be charged with an illegal pitch, the batter shall be awarded first (1st) base on the interference and the ball is dead. **EFFECT 8:05 (D-F):** The ball is dead and base runners may not advance farther than the base to which they are entitled.

(G) – When a pitcher makes an illegal pitch. **EFFECT 8:05 (G**): The ball is dead and base runners may advance to the base to which they are entitled without liability to be put out.

(H) – When a fielder contacts or catches a fair batted or thrown ball with her cap, mask, glove, or any part of uniform while it is detached from its proper place on her person. **EFFECT 8:05 (H):** The base runners shall be entitled to three (3) bases if a batted ball, or two (2) bases, if a thrown ball, and in either case the base runners may advance further at their own risk. If the illegal catch or touch is made on a fair hit ball, which in the opinion of the umpire, would have cleared the outfield fence in flight, the batter shall be awarded a home run.

(I) – When the ball is in play and is overthrown into foul territory and is blocked. **EFFECT 8:05 (I):** In all cases where a thrown ball goes into a stand for spectators or over, through or under any fence surrounding the playing field, or hits any person or object not engaged in the game, or into the players' benches (including bats lying near such benches), whether the ball rebounds into the playing field or not, or remains in the meshes of any wire screen protecting the spectators, each and every base runner shall be entitled to two (2) bases. When a first throw is made by an infielder, the umpire awarding such bases shall be governed by the position of each base runner at the time the ball was delivered by the pitcher; when the throw is made by an outfielder or is the result of any succeeding play or attempted play, the award shall be governed by the position of each base runner and the last base she has touched at the time the final throw was made. When a fielder loses possession of the ball such as on an attempted tag, and the ball then enters a dead ball area or becomes blocked, all base runners are awarded one base from the last base touched at the time the ball entered the dead ball area or became blocked. **NOTE:** If all base runners, including the batter/base runner, have advanced at least one (1) base when an infielder makes a wild throw on the first play after the pitch, the award shall be governed by the position of the base runners when the wild throw was made.

(J) – When a legally caught ball in playable territory is carried by the fielder unintentionally into unplayable territory, the ball is dead, the batter is out, and all runners advance one (1) base beyond the base they occupied at the time of the pitch. If judged to be intentional by the fielder, the ball remains alive, and all base runners advance at their own risk. The umpire has the power to award the number of bases in his/her judgment, he/she feels the runners would have advanced.

8:06 – **A BASE RUNNER MUST RETURN TO HER BASE UNDER THE FOLLOWING CIRCUMSTANCES:**

(A) – When a foul ball is illegally caught and is so declared by the umpire.

(B) – When an illegally batted ball is declared by the umpire.

(C) – When a batter or base runner is called out for interference. Other base runners shall return to the last base which was in the judgment of the umpire legally touched by her at the time of the interference.

(D) – When there is interference by the plate umpire or his/her clothing with the catcher's attempt to throw.

(E) – When any part of the batter's person is touched by a pitched ball swung at and missed.

(F) – When a batter is hit by a pitched ball unless forced.

(G) – When a foul ball is not caught. **EFFECT 8:06 (A-G): (1)** The ball is dead. **(2)** The base runners must return to base without liability to be put out except when forced to go to the next base because the batter became a base runner. **(3)** No runs shall score unless all bases are occupied. **(4)** Base runners need not touch the intervening bases in returning to base but must return promptly. **(5)** However, they must be allowed sufficient time to return.

8:07 – **BATTER/BASE RUNNERS ARE OUT UNDER THE FOLLOWING CIRCUMSTANCES:**

(A) – When, after a fair ball is hit, she is legally touched with the ball before she touches first (1st) base.

(B) – When, after a fair ball, the ball is held by a fielder touching first (1st) base with any part of her person before the batter/base runner touches first (1st) base.

(C) – When, after a fly ball, the ball is caught by a fielder before it touches the ground or any object other than a fielder.

(D) – When, after a fair ball is hit or a base on balls is issued, she fails to run to first (1st) base and enters her team area. **EFFECT 8:07 (A- D):** The ball is in play and the batter/base runner is out.

(E) – When she runs outside the three-foot (3') line and in the opinion of the umpire interferes with the fielder taking the throw at first base. However, she may run outside the three-foot (3') line to avoid a fielder attempting to field a batted ball.

(F) – When she interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double-play, the base runner closest to home plate shall also be called out.

(G) – When a batter/base runner interferes with a play at home plate to prevent an obvious out at the plate. The base runner is also out. **EFFECT 8:07 (E-G):** The ball is dead, and the batter/base runner is out.

8:08 – **THE BASE RUNNER IS OUT:**

(A) – When, in running to any base, she runs more than three feet (3') from a direct line between a base and the next one in regular or reverse order to avoid being touched by the ball in the hand of a fielder.

(B) – When, while the ball is in play, she is legally touched with the ball in the hand of a fielder while not in contact with a base.

(C) – When on a force-out a fielder tags her with the ball or holds the ball on the base to which the base runner is forced to advance before the base runner reaches the base.

(D) – When the base runner fails to return to touch the base when play is resumed after suspension of play.

(E) – When a base runner physically passes a preceding base runner before that base runner has been put out. **EFFECT 8:08 (A-E):** The ball is in play and the base runner is out.

(F) – When the base runner leaves her base to advance to another base before a caught fly ball has touched a fielder, provided the ball is returned to a fielder and legally held on that base or a fielder legally touches the base runner before the base runner returns to her base.

(G) – When the base runner fails to touch the intervening base or bases in regular or reverse order and the ball is in play and legally held on that base, or the base runner is legally touched while off base she missed.

(H) – When through or under any fence surrounding the playing field, or hits any person or object not engaged in the game, or into the players' the batter/base runner legally overruns first base, attempts to run to second base before returning to first and is legally touched while off base.

(I) – In running or sliding for home plate, she fails to touch home plate and makes no attempt to return to the plate, when a fielder holds the ball in her hand, while touching home plate, and appeals to the umpire for the decision. **EFFECT 8:08 (F-I): (1) –** These are appeal plays and the defensive team loses the privilege of putting the base runner out if the appeal is not made before the next pitch, legal or illegal. **(2)** – The ball is in play and the base runner is out. Note: On appeal plays, the appeal must be made before the next pitch, legal or illegal, or before the defensive team has left the field. The defensive team has "left the field" when the pitcher and all infielders have clearly left their normal fielding positions, and fair territory, on their way to the bench or dugout area. **(3)** – Base runners may leave their base on appeal plays when the ball leaves the eight-foot (8') RADIUS circle around the pitcher's plate or when the ball leaves the pitcher's possession**.**

(J) – When the base runner interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double-play, the immediate succeeding base runner shall also be called out.

(K) – When a base runner is struck with a fair ball while off base and before it touches or passes a fielder.

(L) – When a base runner intentionally kicks a ball which an infielder has missed.

(M) – When with a base runner on third base, the batter interferes with a play being made at home plate with less than two (2) outs.

(N) – When in the judgment of the umpire, the base coach at third base or first base touches or holds the base runner physically to assist this runner in returning to or leaving third or first base. The base runner is not out if a play is not being made on her.

(O) – When the coach near third base runs in the direction of home plate on or near the baseline while a fielder is attempting to make a play on a batted or thrown ball and thereby draws a throw to home plate. The base runner nearest to third base shall be declared "out".

(P) – When one (1) or more members of the offensive team stand or collect at or around a base to which a base runner is advancing thereby confusing the fielders and adding to the difficulty of making the play.

NOTE: Members of a team includes player/bat girl, or any other person authorized to sit on team's bench.

(Q) – When the base runner runs the bases in reverse order, to confuse the defensive team or to make a farce out of the game. This includes the batter/baserunner moving back toward home plate to avoid or delay a tag by a fielder.

(R) – If a coach intentionally interferes with thrown ball.

(S) – When a base runner, after being declared "out", interferes with a defensive player's opportunity to make a play on another base runner, the base runner closest to home plate, at the time of the interference, shall be declared "out". **EFFECT 8:08 (J-S):** The ball is dead, and the base runner is out. No bases may be run unless necessitated by the batter becoming a base runner.

(T) – Any base runner is out when she does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag on her.

(U) – **A player shall NOT be allowed to slide headfirst except for pick-off and run-down situations.**

NOTE: Upon the first offense of this rule by either team, the player shall be declared "OUT". Any additional headfirst slides shall result in the player(s) being declared "OUT" and the manager or coach being removed from the game. This rule applies to both local league and tournament play. **EXCEPTION:** This rule does not apply to a base runner diving back to a base she previously occupied during a rundown or a pick-off attempt. **EFFECT 8:08 (T-U):** The ball is dead, and all other base runners take the bases they would have reached in the umpire's judgment, when the violation occurred. A base runner may not have completely reached a base but in the umpire's judgment, would have reached the base were it not for the violation.

8:09 – **BASE RUNNERS ARE NOT OUT UNDER THE FOLLOWING CIRCUMSTANCES:**

(A) – When a base runner runs behind the fielder and outside the baseline to avoid interfering with a fielder attempting to field the ball in the base path.

(B) – When a base runner does not run in a direct line to the base providing the fielder in the direct line does not have the ball in her possession.

(C) – When more than one (1) fielder attempts to field a batted ball and the base runner comes in contact with the one who, in the umpire's judgment, was not entitled to field the ball.

(D) – When a base runner is hit with a fair ball that has passed through an infielder, excluding the pitcher, and in the umpire's judgment no other infielder had a chance to play the ball.

(E) – When a base runner is touched with a ball not securely held by a fielder.

(F) – When the defensive team does not request the umpire's decision on an appeal play until after the next pitch.

(G) – When the batter/base runner overruns first base after touching it and returns directly to the base.

(H) – When the base runner is not given sufficient time to return to a base, she shall not be called out for being off base before the pitcher releases the ball. She may advance as though she had left the base legally.

(I) – A base runner who has legally started to advance cannot be stopped by the pitcher receiving the ball while on the pitching plate nor by stepping on the plate with the ball in her possession.

(J) – When a base runner holds her base until a fly ball touches a fielder and then attempts to advance.

(K) – When hit by a batted ball while touching their base unless they intentionally interfere with the ball or a fielder making a play.

(L) – When a base runner slides into a base and dislodges it from its proper position, the base is considered to have followed the base runner. **EFFECT 8:09 (L):** A base runner having made such a base safely shall not be out for being off that base. She may return to that base without liability to be put out when the base has been replaced. A base runner forfeits this exemption if she attempts to advance beyond the dislodged base before it is again in proper position.

(M) – When a fielder makes a play on a base runner while using an illegal glove. The manager of the offended team has the option of having the entire play, including the batter's turn at bat, nullified, with the batter batting over, assuming the ball and strike count she had before she hit the ball and base runners returned to their original bases which they held prior to the batted ball or taking the result of the play.

(N) – When the base runner is hit by a fair batted ball, after it is touched or touches any fielder, including the pitcher.

9:00 – DEAD BALL

9:01 – **THE BALL IS DEAD AND NOT IN PLAY IN THE FOLLOWING CIRCUMSTANCES:**

(A) – When the ball is batted illegally.

(B) – When the batter steps from one box to another when the pitcher is ready to pitch.

(C) – When a ball is pitched illegally. **EXCEPTION 9:01 (C):** If the pitcher completes the delivery of the ball to the batter and the batter hits the ball and reaches first (1st) base safely while all other base runners advance at least one (1) base, then the play stands, and the pitch is no longer illegal.

(D) – When "NO PITCH" is declared.

(E) – When a pitched ball touches any part of the batter's person or clothing whether the ball is struck at or not**.**

(F) – When a foul ball is not caught.

(G) – When a base runner is called out for leaving the base too soon on a pitched ball.

(H) – When the offensive team causes interference:

(1) – When a batter intentionally strikes the ball a second time, strikes it with a thrown bat, or deflects its course in any way while running to first (1st) base.

(2) – When an overthrow is intentionally touched by a coach.

(3) – When a fair ball strikes a base runner or umpire before touching an infielder including the pitcher or before passing an infielder other than the pitcher.

(4) – When the batter interferes with the catcher.

(5) – When a member of the offensive team interferes intentionally with a live ball.

(6) – When a base runner intentionally kicks a ball which a fielder has missed.

(7) – When a base runner at third (3rd) base attempts to score and the batter interferes with a defensive player who is attempting to make a play at home plate with less than two (2) outs.

(I) – The ball shall not be playable outside the established limits of the playing field.

(J) – If a base runner is injured during a play thus preventing her from proceeding to a base to which she is awarded, a substitute base runner shall be permitted for the injured player.

(K) – In case of interference with a batter or a defensive player.

(L) – When a wild pitch or passed ball goes under, over, or through the backstop.

NOTE: Refer to section 8:05 (C) for effect of this rule.

(M) – When time is called by the umpire.

(N) – When any part of the batter's person is hit with her own batted ball when she is in the batter's box.

(O) – When a base runner runs bases in reverse order either to confuse the fielders or to make a farce of the game.

(P) – When the batter is hit by a pitched ball.

(Q) – When, in the judgment of the umpire, the coach touches or helps the base runner physically to assist her to return or to leave a base or when a coach near third base runs in the direction of home plate on or near the baseline while the fielder is attempting to make a play on a batted or thrown ball and thereby draws a throw to home plate.

(R) – When there is interference with the catcher's attempt to throw during a play by the plate umpire or his/her clothing or equipment.

(S) – When one or more members of the offensive team stand or collect at or around a base to which a base runner is advancing, thereby confusing the defense, and adding to the difficulty of making a play.

(T) – When a play is being made on an obstructed base runner or if the batter/base runner is obstructed before she touches first (1st) base**.**

(U) When the catcher interferes with the batter's attempt to hit a pitch. **EXCEPTION 9:01 (U):** The ball remains alive if the batter reaches first (1st) base safely and all other base runners have advanced at least one (1) base.

(V) – When a blocked ball is declared.

(W) – When a batter enters the batter's box with or uses an altered bat.

(X) – When a batter hits a ball with an illegal bat. **EFFECT 9:01 (A-K & M-X):** Base runners cannot advance on a dead ball, unless forced to do so by reason of the batter having reached first (1st) base as entitled to or if they are awarded a base or bases.

10:00 – BALL IN PLAY

10:01 – **THE BALL IS IN PLAY IN THE FOLLOWING CIRCUMSTANCES:**

(A) – At the start of the game and each half inning when the pitcher has the ball while standing in her pitching position and the plate umpire has called "play ball".

(B) – When the ball becomes dead, it shall be put in play when the pitcher is within eight feet (8') of the pitcher's plate with the ball and the plate umpire calls "play ball".

(C) – When the **INFIELD FLY RULE** is enforced.
(D) – When a thrown ball goes past a fielder and remains in fair territory.
(E) – When a fair ball strikes an umpire or base runner on fair ground after passing or touching an infielder.
(F) – When a fair ball strikes an umpire on foul ground.
(G) – When the base runners have reached the bases to which they are entitled when the fielder illegally fields a batted or thrown ball.
(H) – When a base runner is called out for passing a preceding base runner.
(I) – When no play is being made on an obstructed base runner, the ball shall remain alive until the play is over.
(J) – When a fair ball is legally batted.
(K) – When a base runner must return in reverse order while the ball is in play.
(L) – When a base runner acquires the right to a base by touching it before being put out.
(M) – When a base is dislodged while base runners are progressing around the bases.
(N) – When a base runner runs more than three feet (3') from a direct line between a base and the next one in regular or reverse order to avoid being touched by the ball in the hands of a fielder.
(O) – When a base runner is tagged or forced out.
(P) – When the umpire calls the base runner out for failure to return to touch the base when play is resumed after a suspension of play.
(Q) – When an appeal play is enforced and involved.
(R) – When the batter hits the ball.
(S) – When a live ball strikes a photographer, groundskeeper, policeman, etc., assigned to the game.
(T) – When a fly ball has been legally caught.
(U) – When a thrown ball goes into foul territory and is neither blocked nor obstructed.
(V) – When a thrown ball strikes an offensive player.
(W) – If the batter drops the bat and the ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intention to interfere with the course of the ball, the batter is NOT OUT, and the ball is alive and in play.
(X) – When a thrown ball strikes an umpire.
(Y) – Whenever a ball is not dead as provided in Section 10:00 of this rule book.
(Z) – When a thrown ball strikes a coach.
(AA) – When a ball has been called on the batter and when four balls have been called but the batter may not be put out before she reaches first (1st) base.
(AB) – When a strike has been called on the batter and when three strikes have been called on the batter.
(AC) – When a foul tip has been legally caught.
(AD) – If the ball slips from a pitcher's hand during wind-up or during the back swing.

11:00 – CALLING TIME

11:01 – A manager shall be entitled to request time, on defense, to talk to his/her players twice in the same inning without penalty. On the third (3rd) time, he/she shall be required to remove the pitcher from the mound, but not the game.
NOTE 1: Rule 11.01 applies to each pitcher brought in to pitch.
NOTE 2: A pitcher removed from the mound, because of this rule, shall not be allowed to return to the mound in the same game.
NOTE 3: A time out because of injury or sickness or for the purpose of discussing a play situation with an umpire shall not be considered a charged time out for the purpose of this rule. **ALSO, MANAGERS ARE CAUTIONED THAT AN UMPIRE IS THE ONLY ONE WHO CAN CALL TIME. MANAGERS MAY ONLY REQUEST THAT TIME BE CALLED BY THE UMPIRE. EXAMPLE A:** With Sue Smith pitching, the manager requests and is granted his/her third (3rd) time out of the inning. Sue Smith consequently is removed from the mound and is replaced with June Jones. Sue Smith is eligible to go to another position, or she can come out of the game. The manager subsequently is granted a fourth (4th) time out in the same inning. There is no violation this time, and June Jones may continue to pitch until the third (3rd) time out is granted with her on the mound. **EXAMPLE B:** With Sue Smith pitching, the manager requests and is granted his/her second (2nd) time out of the inning. Sue Smith is removed from the mound and sent to play shortstop. June Jones is brought in to pitch but later is removed from the mound in the same inning. Sue Smith is brought in to pitch again in the same inning that she was removed from the mound. The manager is granted a time out with Sue Smith on the mound. Because of this being the third (3rd) time out in the same inning with Sue Smith on the mound, Sue Smith must be removed from the mound but not the game.
11:02 – Only one (1) time-out per batter shall be allowed on offense for a manager to talk to a batter. Requesting a second (2nd) time-out during a batter's turn at bat shall result in that batter being declared "OUT". **NOTE:** A time-out because of injury or sickness or for the purpose of discussing a play situation with an umpire shall not be considered a charged time out for the purpose of this rule.

12:00 – APPEAL PLAYS

An appeal play is a play in which the umpire may not make a call until the player brings it to his/her attention. Examples are: **(a)** base runner missing a base in regular or reverse order; **(b)** base runner leaving a base before a fly ball is first touched; **(c)** batting out of order; **(d)** when a batter/baserunner legally overruns first (1st) base, attempts to run to second (2nd) base before returning to first (1st) base and is legally touched while off base. Passing a base runner or leaving a base improperly on a pitch and use of illegal equipment are NOT appeal plays.
Appeals must be made before the next pitch, legal or illegal or before all infielders and the pitcher have left their position after the third (3rd) out. Appeals may only be made while the ball is alive. (**EXCEPTION:** Batting out of order is an appeal play which may be made while the ball is dead, **Rule 7:02: EFFECT**.) If the ball becomes dead before the appeal, it must be put in play again before an appeal can be made. To put the ball back in play after it becomes dead, the pitcher must have possession of the ball, be within eight feet (8') of the pitcher's plate and the umpire calls "Play Ball". An appeal play can be made without going through this procedure if the ball does not become dead after the play being appealed. Base runners may advance during an appeal play while the ball is alive. They may leave their base when **(a)** the ball leaves the pitcher's hand on a throw; **(b)** the pitcher leaves the eight-foot (8') RADIUS circle; **(c)** the pitcher loses possession of the ball. **The base runners are out if they leave their bases prior to the time**

mentioned in (a-c).

Base runners may not:

(**A) –** return to a base after they have touched another base beyond the base they missed or left illegally on a caught fly ball, after the ball becomes dead, even after it becomes alive;

(B) – may not return to a missed base or a base they left illegally after they have entered their team area;

(C) – may not return to a missed base or a base they left illegally after a following base runner had scored.

Throwing to a base while her foot is in contact with the pitcher's plate by the pitcher after the ball is put in play constitutes an illegal pitch. If such an illegal pitch is declared, the appeal can no longer be made.

Appeals may be made after a succeeding play unless it is a pitch, legal or illegal. THERE MAY BE MORE THAN ONE (1) APPEAL ON A PLAY. However, the umpire should not allow guessing games. If there is more than one (1) base runner involved in an appeal, the team appealing must state which one(s) they are appealing.

If an appeal is made during a dead ball, the umpire should advise the player making the appeal, "You cannot make an appeal during a dead ball". It is then up to the player to make the proper appeal. If the appeal is finally made properly, it should be honored.

On a play at the plate where the base runner misses the plate and the catcher attempts to tag but also misses, the umpire shall make a call of "Safe". If the catcher then tags the base runner or plate, the umpire will then rule the base runner "Out". If the umpire did not make an initial "Safe" call or made no call at all, he/she would be tipping off the catcher and the base runner that the base was missed.

A defensive player may put a base runner out on an appeal by tagging the base she missed or left too soon on a caught fly ball or by tagging the base runner while off said base even if she is touching another base.

An appeal may be made after the third (3rd) out if it is made properly. EXAMPLE: With two (2) outs and base runners on first (1st) base and third (3rd) base. The batter hits a fly ball that is caught. Both base runners left their base before the caught ball was touched. The appeal was made at first (1st) base for the third (3rd) out. The defensive team then made another appeal at third (3rd) base before the infielders left the infield. The base runner on third (3rd) base would also be declared "Out" and the run would not count.

NOTE: In the DIXIE SWEETEES and DARLINGS divisions, when a batting tee or pitching machine is used, the ball does not have to be put back into play for an appeal to be made. A player may request the ball from the umpire before the umpire or coach places the ball on the tee and the player may make her appeal after having received the ball from the umpire.

13:00 – UMPIRES, REGULAR SEASON AND TOURNAMENT

NOTE: UMPIRES DURING REEGULAR SEASON PLAY MUST BE REGISTERED THROUGH THE DS UMPIRE REGISTERING PROCEDURE.

NOTE: NO REGULAR SEASON GAME SHALL COUNT AS A LEAGUE GAME AND TOWARD THE ELIGIBILITY OF A PLAYER TO MAKE A TOURNAMENT TEAM UNLESS REGISTERED DIXIE SOFTBALL UMPIRES ARE USED.
NOTE: PROTESTS OF REGULAR SEASON GAMES WILL NOT BE TAKEN BY A DISTRICT OR STATE DIRECTOR, OR A NATIONAL COMMISSIONER UNLESS REGISTERED DIXIE SOFTBALL UMPIRES WERE USED DURING THE PROTEST GAME.

(**A)** – Each tournament host shall select the best possible umpires for each game. An umpire shall not officiate as a plate umpire in more than two (2) games in the same calendar day. **NOTE: The only umpire-in-chief in DS is the umpire officiating as the home plate umpire during a game.**

(B) – The National Commissioner or his/her appointed representative shall approve the umpires for the DIXIE SWEETEES, DARLINGS, ANGELS, PONYTAILS, BELLES, AND DEBS World Series, the State Director shall approve the umpires for the State Tournaments, and the District Director shall approve the umpires for the Sub-District and District Tournaments. **NOTE:** If a DS registered umpire is not available for a game, the Tournament Director may select someone to umpire the game who is not a DS umpire. However, all efforts should be made to ensure that DS registered umpires are at all games.

(C) – The decision as to whether a field in tournament play is playable or not and whether a person may return as a participant in a game following a "bleeding" incident shall be left up to the Tournament Director.

NOTE: The umpire can stop a game if he/she feels the field is not playable but MUST resume the game when the Tournament Director directs him to do so.

(D) – All tournament umpires MUST have passed the current DS registration test. Any person wishing to become a DS registered umpire needs to either: **(1)** Take the hard copy test by mailing $30.00 payment (payable to Dixie Softball) via regular mail to Umpire Committee Chairman, JOEL FALKOWSKI, P. O. BOX 242015, MONTGOMERY, AL 36124, or **(2)** take the test online with payment via credit/debit card at: **dixieumpire.sportsaffinity.com**. Umpire card and umpire patch will be mailed, after successful testing, to the address provided by the person ordering the test(s).

NOTE 1: CURRENT RULE BOOKS CAN BE DOWNLOADED FROM THE DS WEBSITE: dixiegirlsoftball.org.

NOTE 2: Additional patches are available for $2.00 each plus an $8.00 postage fee at the aforementioned address.

NOTE 3: UMPIRES WISHING TO UMPIRE IN ANY DS TOURNAMENT MUST FIRST BE REGISTERED AS A REGULAR SEASON UMPIRE FOR THE CURRENT YEAR.

(E) – Umpires shall: **(1)** Dress in shirts and slacks/shorts that are approved by the Tournament Director and/or World Series Director. All umpires MUST either wear slacks or shorts, not a combination of slacks and shorts.

NOTE: Female umpires that are restricted from wearing slacks or shorts due to religious beliefs, can wear culottes or the like while the other umpires wear slacks or shorts. **(2)** Each umpire should wear socks that coordinate in color with their slacks/shorts. **(3)** Shoes should be black or navy or a coordinating color with their slacks/shorts. **(4)** Shoes with metal spikes (cleats) are NOT to be worn. **(5)** If caps are worn, they must be a standard umpire cap or a cap approved by DS.

(F) – Home plate umpires are required to wear an umpire's face mask, Chest protector and in the case of a male umpire, a protective cup. **EXCEPTIONS:** DIXIE SWEETEES and DARLINGS games do not require the home plate umpire to wear any protection equipment, but it is highly recommended.

NOTE: Shin guards are recommended for home plate umpires but not required.

(G) – The Dixie Softball insignia (patch) MUST be worn at all games. Preferably on the left shoulder of the umpire's shirt.

NOTE 1: No insignia or other umpire's paraphernalia denoting another softball or baseball association offering competing softball programs shall be worn or used at any time in any DS season, tournament, or World Series game.

NOTE 2: Insignias of local umpire or school associations may be worn at the discretion of the Tournament Director.

DIXIE SOFTBALL, INC. CREED

Another game is *about to begin,*
One team must lose, the other will win.
So, let's get started with this event,
We will all play fair and give one hundred percent.
"LET'S PLAY DIXIE SOFTBALL"

Written by the late Phil Bollinger (1978) of West Pasco Girls Softball Association, New Port Richey, Florida

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DIXIE SOFTBALL SUPPORTS THE "MIRACLE LEAGUE" CONCEPT OF SPORTS AND ENCOURAGES LEAGUES TO EITHER START A "MIRACLE LEAGUE" OR SUPPORT THE NEAREST "MIRACLE LEAGUE" TYPE PROGRAM IN THEIR AREA.

NOTE: THE RESPONSIBILITY FOR FOLLOWING ALL DS RULES SHALL BE WITH THE MANAGERS/COACHES) OF THE COMPETING DIXIE SWEETEES, DARLINGS, ANGELS, PONYTAILS, BELLES, AND DEBS TEAMS. HOWEVER, WHEN POSSIBLE, THE OFFICIAL SCOREKEEPER IS DIRECTED TO NOTIFY A MANAGER OF A POSSIBLE RULE VIOLATION THAT WOULD RESULT IN A PROTESTED GAME.

DIXIE SWEETEES

SPECIFIC PLAYING RULES

(Ages 6 years and younger with preferred ages 4-6)

SPECIAL NOTE: EVEN THOUGH DIXIE SOFTBALL ALLOWS SWEETEES PLAYERS TO PLAY GAMES AGAINST OR WITH BOYS ON COMBINED SWEETEES/TEE BALL TEAMS DURING THE SEASON, **ONLY THE SWEETEES (GIRLS) ARE ALLOWED TO COMPETE IN DIXIE SOFTBALL TOURNAMENTS.**

I – THE PLAYING FIELD

(A) – Base lines shall be fifty feet (50') in length.

(B) – The distance from the point of home plate to the center of second (2nd) base and from first (1st) base to third (3rd) base shall be seventy feet and nine inches (70' 9").

(C) – The batter's box will measure six feet (6') by three feet (3'). The batter's box will be measured four inches (4") out from the side edge of home plate and from the center of home plate the batter's box will be measured with three feet (3') extending toward the pitcher's plate and three feet (3') extending toward the backstop.

(D) – The distance from the front side of the coach-pitcher's plate to the point of home plate shall be thirty feet (30').

(E) – A horizontal line will be drawn from one side of the eight-foot (8') RADIUS circle to the other side at the halfway point of the circle. The player-pitcher must have both feet touching or behind the horizontal line in the middle of the circle when the ball is hit. NOTE: **This rule will apply during tournament play.**

(F) – A line will be drawn, beginning at a point forty feet (40') from the point of home plate, from the first (1st) base line to the third (3rd) base line. All infielders must be behind that line when the ball is hit, this does not include the catcher. NOTE: **This rule will apply during tournament play.**

(G) – Outfielders shall be ten feet (10') behind the baseline at the time the ball is hit. In order to insure that the outfielders are at the proper distance, a horizonal line, beginning at the ten-foot (10') point behind first (1st) base, extending from the first (1st) baseline to the ten-foot (10') point behind second (2nd) base and further extending from the ten-foot (10') point behind second (2nd) base ending at the third (3rd) baseline at the ten-foot (10') point behind third (3rd) base. NOTE: **This rule will apply during tournament play.**

NOTE: Dixie Softball allows local leagues to use the field dimensions of their fields, and a homerun will be a ball hit over the fence. However, in tournament play, the fence distance will be a minimum of one hundred twenty feet (120') and a maximum of one hundred forty feet (140'). An exception can be made to this rule when the layout of the ballfield is taken into consideration.

II – EQUIPMENT

(A) – The catcher shall wear a batter's helmet with an attached face mask or a regular catcher's mask with a throat protector and a chest protector and shin guards.

(B) – All infielders (including player-pitcher) MUST wear faceguards in DIXIE SWEETEES.

(C) – (LOCAL LEAGUE OPTION): Dixie Softball allows a league to use a batting tee, for training purposes, during regular season play **NO BATTING WILL BE ALLOWED DURING TOURNAMENT PLAY.**

III – IT SHALL BE A REGULATION GAME WHEN:

(A) – Both teams have completed five (5) innings, and the visiting team has scored more runs than the home team.

(B) – The home team has scored more runs after four (4) innings than the visiting team has scored in five (5) innings.

(C) – The home team scores the winning run in the last half of the fifth (5th) inning before the tenth (10th) batter. If a batter in the last half of the final inning of a game hits a home run and the ball goes out of play, all runners on base and the batter shall be entitled to score, but all bases shall be touched in order.

(D) – After the end of five (5) innings with the score tied, play is continued until one team has scored more runs than the other in an

equal number of innings. If the home team scores the winning run before the tenth (10th) batter in any extra inning, the game shall end. **NOTE 1:** Games called because of rain, darkness, or other reasons before they become regulation shall be resumed from the point of termination. **NOTE 2:** Games called because of rain, darkness, or other reasons other than a time limit after they have become regulation games shall revert to the score of the last completed inning. **NOTE 3:** This rule will also apply to league championship games.

(E) – Games shortened by reason of curfew, rain, or other acts of God shall be regulation games provided both teams have played three (3) or more complete innings of play, or in the case of the home team, any time it is ahead after two and one-half (2½) innings of play.

(F) – One (1) team has mathematically reached the point that the other team cannot win the game, the game shall be ended.

(G) – Tie games shall be replayed from the beginning or from the exact point of termination at the discretion of the local league.

(H) – Any game which does not meet any of the conditions noted above shall be declared "no contest" and shall be replayed from the beginning.

IV – THE GAME

(A) – A coach-pitcher shall pitch the ball to the batter from a distance of thirty (30') feet.

(B) – The catcher shall NOT be required to catch the third (3rd) strike, except for a foul tip. The batter shall be out, and no runner shall advance.

(C) – If any outfielder is not at the proper distance when the ball is hit, Then the offensive team has the privilege of Rule V (D) of DIXIE DARLINGS SPECIFIC RULES. If both the offensive and defensive teams are in error, the ball is ruled "dead".

(D) – The offensive team will be made up of the entire team roster. **NOTE 1:** If a team has fifteen (15) players registered on its team roster, and all fifteen (15) players show up for a game, then all fifteen (15) players shall be listed in the batting order, and all will bat their turn whether they are playing defense or not. **EXCEPTION:** In the case of injury or illness, the injured or ill player shall miss her turn at bat with no penalty. The injured or ill player shall not be allowed to re-enter the game in which she became injured or ill. REMEMBER, ALL PLAYERS MUST PLAY AT LEAST SIX (6) CONSECUTIVE OUTS ON DEFENSE. **NOTE 2: Only four (4) coaches will be allowed in tournament play. NOTE 3:** COACHES IN THE OUTFIELD OR DOWN THE FOUL LINES WILL NOT BE ALLOWED IN TOURNAMENT PLAY. During Regular season play, If the umpire rules that the coach-pitcher is interfering with the defensive team by confusing them with instructions to his/her players, then the coach-pitcher CANNOT assist his/her team while his/her team is on offense.

(E) – An inning shall be ended with the end of play of the tenth (10th) batter in that inning. **NOTE 1:** DIXIE SWEETEES WILL PLAY THE TEN (10) BATTERS RULE ONLY AND WILL NOT BE ALLOWED TO USE THE THREE (3) OUTS RULE DURING REGULAR SEASON PLAY. **NOTE 2: In tournament play the three (3) outs rule will apply.**

(F) – The offensive team's manager, scorekeeper or the official scorekeeper must notify the umpire when the tenth (10th) batter comes to bat, and the umpire shall notify the defensive team. **NOTE:** (LOCAL LEAGUE OPTION) A team completes its offensive half of an inning when all members of the team have batted. If one (1) team has more players than the other, the extra players are permitted to bat although any runs scored because the extra players' batting shall NOT count in the score of the game. The number of players counting for score is the minimum number of players present or ten (10) players, whichever is more at game time. All rules applying to the tenth (10th) batter shall apply to the tenth (10th) batter or the minimum number of batters. Each team shall be required to play ten (10) players or the minimum number of players, whichever is greater, two (2) complete consecutive innings (six [6] outs on defense).

(G) – There will be no bunting. If a batter is ruled to have bunted the ball by the umpire, the batter shall be called "OUT".

(H) – There will be ten (10) players on defense with only six (6) players in the infield with all being at least forty feet (40') from home plate at the point of time the ball is hit by the batter. NOTE: The catcher and the player-pitcher will be counted as infielders to satisfy this rule. The catcher is not required to be forty (40') feet from home plate.

(I) – All outfielders must be at least ten feet (10') behind the base lines at the point of time the ball is hit by the batter. NOTE: If any fielder is not at the proper distance when the batter hits the ball, the offensive team shall have the privilege of having nullified any portion of the play that occurred on the violation.

(J) All players present must play six (6) consecutive outs on defense.

V – BATTING

(A) In DIXIE SWEETEES batters will be given five (5) pitches in which to put the ball in play during regular season play. If she fouls the last pitch, she will be given another pitch until she puts the ball in play or swings and misses. **NOTE:** In tournament play, the rule will be five (5) pitches or three (3) strikes, whichever comes first.

(B) – **(LOCAL LEAGUE OPTION)** Batters shall be given three (3) pitches to hit the ball. If the batter does not put the ball in play, she will be allowed two (2) swings off a batting tee. **NOTE 1:** Each team can furnish their own batting tee. **NOTE 2:** The batting tee shall be placed on top of home plate and shall be placed at forty feet (40') from the pitcher's plate to the point of home plate. **NOTE 3:** The home plate umpire shall be responsible for placing the ball on the tee. **NOTE 4:** The offensive coach located in the home plate area shall be responsible for removing the batting tee from home plate when a base runner is running to home plate and replacing the tee on home plate when play is resumed.

(C) – Any legally hit ball that stays within the foul lines will be considered "fair" and the batter and any base runner(s) may run the bases.

(D) – The home plate umpire shall be responsible for counting strikes and total number of pitches.

VI – BASE RUNNING

(A) – The base runner SHALL NOT steal a base or take a lead off the base being occupied.

(B) – On overthrows, base runners can advance only one (1) base with liability to being put out. **NOTE 1:** There will be only one (1) overthrow ruling per play. **EXCEPTION:** When the tenth (10th) batter comes to bat, the overthrow rule is NOT in effect. **NOTE 2:** An overthrow shall be ruled only on a throw that gets past (in any manner) the intended defensive player at first (1st) base.

(C) – Play will stop when the player-pitcher or a defensive player has possession of the ball within the eight-foot (8') RADIUS circle or when a base runner cannot advance without being put-out because a defensive player is holding the ball between her and the next base to which the base runner is going**. NOTE:** If the base runner is not the lead base runner(s), the umpire shall allow all lead base runner(s) to advance to the next base they are going to provided they have passed the hashmark and the base runner cannot legally return to the last base she touched safely.

(D) - Base runners caught between bases when the player-pitcher or a defensive player gains possession of the ball inside the eight-foot (8') RADIUS circle must stop at the next base or return to the last base she was legally entitled as judged by the umpire. The base runner will not be called "OUT" if she does not immediately advance or return to a base. **NOTE:** The umpires are instructed to NOT ALLOW a base runner to stop between bases to try to make the player-pitcher potentially commit an error. The player-pitcher or a defensive does not have to possess the ball inside the eight-foot (8') RADIUS circle for the umpire to rule the play "dead".

(E) – If a base runner leaves her base before the ball is hit, the umpire shall signal "Delayed Dead Ball" to indicate the violation at the time it occurs. The defensive team shall have the privilege of having nullified any portion of the play that occurred on the violation. **NOTE:** If both the defensive and offensive team are in violation of a rule on the same play then the ball is rules dead.

(F) – The INFIELD FLY rule does not apply.

VII – EACH BASE RUNNER, INCLUDING THE BATTER/BASE RUNNER, SHALL WITHOUT DANGER OF BEING PUT OUT, ADVANCE:

(A) – To home plate, if the batter hits a fair fly ball over the fence or into the bleachers one hundred forty feet (140') or more from home plate, provided all base runners touch all bases legally. The batter hitting the home run shall be required to run the bases and she shall be required to touch all bases.

(B) – Two (2) bases if the batter hits a fair fly ball that passes over a fence less than one hundred twenty feet (120') and from home plate. The ball is dead.

(C) – Two (2) bases if a fair ball touches a spectator or if it bounces into the stands outside the first or third base foul lines or if it goes through or under a fence, scoreboard, etc., or bounces over a fence.

VIII– PITCHING RULES

(A) – The player-pitcher shall stand with both feet inside the eight-foot (8') RADIUS circle even with or behind, but not in front of, the pitcher's plate or the forty-foot (40') mark. **NOTE 1:** To satisfy this rule the player-pitcher does not have to be in contact with the pitcher's plate or the forty-foot (40') line at the point of time the ball is hit. **NOTE 2:** The pitcher may stand anywhere in the eight-foot (8') RADIUS circle if she is even with or behind the forty-foot (40') mark.

(B) – The coach-pitcher will pitch from thirty-feet (30'). He/She shall pitch the ball in an underhanded manner. The coach-pitcher may use any pitching style he/she chooses as long as one (1) foot is at the thirty-foot (30') mark when the pitch begins.

(C) – The coach-pitcher must make every effort to avoid interfering with any ball put into play by either being hit by a batted ball or a thrown ball by defensive player. A coach-pitcher should make every effort to leave the playing field in the direction opposite where the ball is hit. If the ball is hit up the middle, the coach should try to leave the ball field to the side he/she feels would less likely interfere with play. **NOTE 1:** If, in the judgment of the umpire, a coach-pitcher intentionally interfered with the play, the penalty shall be as follows: The batter is "out", and the ball is dead. All base runners must return to the last base they legally occupied. If, in the opinion of the umpire, a coach-pitcher unintentionally interfered with the play, it will be ruled "dead" and the pitch shall be replayed. **NOTE 2:** If a batted or thrown ball hits the coach-pitcher, the play will be ruled "Dead". And all base runners must return to the base they last legally occupied. **NOTE 3:** The coach-pitcher shall only field the ball when it is being thrown to him to put the ball back in play. **NOTE 4:** Coach-pitchers can only assist the batter in positioning her while she in the batter's box (no other type of coaching is allowed). Once the ball is hit, he/she cannot assist the batter as a base runner. A coach-pitcher CANNOT, through spoken words, body motions, or by any other means, assist the batter-base runner or any other base runners. The coach pitcher cannot, through spoken words, body motions or by any other means, direct or signal coaching instructions to other coaches. The coach-pitcher cannot be involved in any meeting between the players and the other coaches while he/she is on the field as a coach-pitcher. **PENALTY:** After one warning (per game), the violating coach-pitcher shall be removed from the coach-pitcher position for the remainder of the game.

(D) – If a player-pitcher does not take her normal pitching position or leaves the area she is assigned, and/or any of the infielders or outfielders are not at the proper distance at the point the batter hits the ball, the base umpire shall signal "delayed dead ball" to indicate the violation at the time that it occurs. The offensive team shall have the privilege of nullifying any portion of the play that occurred on the violation.

(E) – A player-pitcher shall be limited to nine (9) innings of playing that position between Monday through the following Sunday, except in a tie game at the end of the five (5) complete innings, the starting player-pitcher, who has not been removed from the mound in the same game, may play that position in the sixth (6th) inning. Under no condition shall a pitcher-player play that position in more than five (5) innings in one (1) game except as noted above. NOTE: The player-pitcher shall be charged only for the innings she played at that position. If a player-pitcher does not have to play that position in the bottom half of an inning, she is not charged for that inning.

(F) – A player-pitcher removed from that position shall be allowed to return to that position one (1) time in the same game. NOTE: To satisfy this rule it will be ruled that if a player-pitcher returns to that position in the same inning of a game in which she was removed she shall be credited with playing that position in ONLY one (1) inning for the inning in which she was removed.

(G) – Innings for player-pitchers in games declared "no contest" shall count.

(H) – A coach-pitcher may pitch every inning of every game his/her team plays.

(I) – Any coach-pitcher may return to the mound once during a game.

(J) – In a series or single game played in a local league or between two (2) teams in a regional playoff that is decided by a best of three (3) series or played under the double elimination tournament bracket or by a single game playoff, a player-pitcher shall play that position in only five (5) or six (6) innings in the case that she is the starting player-pitcher and has not been removed from the mound in the same game. This may be a series to determine a first or second half winner if there are two (2) or more teams that are tied at the

end of either half or in a series between the first and second half winners to determine the league champion. All such games shall be played to a conclusion unless the team behind wishes to concede. All player-pitchers shall be eligible to play that position in such a series or playoff. **NOTE:** This rule allows a player-pitcher to play that position in only five (5) innings of a regular season game(s) and five (5) innings of a league championship game(s) during a week which allows a starting player-pitcher an extra inning in case of tie games. **EXAMPLE A**: A player-pitcher plays five (5) innings in a regular season game on Monday. She then plays that position five (5) innings in a league championship game on Thursday of the same week. This is legal. **EXAMPLE B:** A player-pitcher plays that position five (5) innings in a regular season game on Monday. She then plays that position five (5) innings in a league championship game on Thursday and she then plays that position five (5) innings in a regular season game on Friday of the same week. This is illegal. All other local league rules shall apply, and protests shall be handled according to Section 4:00 – PROTESTS under general rules.

DIXIE DARLINGS

SPECIFIC PLAYING RULES

(Ages 8 years and younger with preferred ages 7 and 8)

I – THE PLAYING FIELD

(A) – Baselines shall be sixty feet (60') in length.

(B) – The distance from the point of home plate to the center of second base and from first base to third base shall be eighty-four feet and ten inches (84' 10").

(C) – The batter's box will measure six feet (6') by three feet (3'). The batter's box will be measured four inches (4") out from the side edge of home plate and from the center of home plate the batter's box will be measured with three feet (3') extending toward the pitcher's plate and three feet (3') extending toward the backstop.

(D) – A vertical line (hashmark) shall be drawn at the halfway point between first (1st) base and second (2nd) base, second (2nd) base and third (3rd) base, and third (3rd) base and home plate. The line is to help the umpire in determining position of the baserunner and to which base the base runner is entitled when the ball is ruled dead under the eight-foot (8') RADIUS circle rule under base running in the DIXIE DARLINGS SPECIFIC PLAYING RULES.

(E) – An eight-foot (8') RADIUS circle shall be drawn at the forty-foot mark from the point of home plate. A line shall be drawn across the circle at the halfway mark. The player-pitcher must have both feet even with or behind (but not in front of) the pitcher's plate or the forty-foot (40') mark. A pitcher's plate can be inside of the circle but only should be used for having a point with which to draw the circle. **NOTE: This rule will apply during tournament play**.

(F) – The distance from the front side of the coach-pitcher's plate to the point of home plate shall be thirty feet (30').

Dixie Softball allows local leagues to use the field dimensions of their field(s) and a homerun will be a ball hit over the fence.

(G) – Dixie Softball allows local leagues to use the field dimensions of their field(s) and a homerun will be a ball hit over the fence. it is recommended that the fence distance for the DIXIE DARLINGS be a minimum of one hundred forty feet (140') and a maximum of one hundred sixty feet (160'). **NOTE:** During tournaments, the tournament director shall allow exceptions to the fence distance as long as the difference in distance is within a reasonable distance. Portable fences are allowed.

(H) – (**LOCAL LEAGUE OPTION)** A line, beginning at the ten-foot (10') point behind first (1st) base, extending from the first (1st) baseline to the ten-foot (10') point behind second (2nd) base and further extending from the ten-foot (10') point behind second (2nd) base ending at the third (3rd) baseline at the ten-foot (10') point behind third (3rd) base in order to help the outfielders stay ten feet (10') behind the baselines. **NOTE: This rule will apply during tournament play.**

II – IT SHALL BE A REGULATION GAME WHEN:

(A) – Both teams have completed five (5) innings, and the visiting team has scored more runs than the home team. **(B)** – The home team has scored more runs after four (4) innings than the visiting team has scored in five (5) innings.

(C) – The home team scores the winning run in the last half of the fifth (5th) inning before the third (3rd) out. If a batter in the last half of the final inning of a game hits a home run and the ball goes out of play, all runners on base and the batter shall be entitled to score, but all bases shall be touched in order.

(D) – After the end of five (5) innings with the score tied, play is continued until one team has scored more runs than the other in an equal number of innings. If the home team scores the winning run before the third (3rd) out in any extra inning, the game shall end. **EXCEPTION:** After three (3) complete innings of play and the game is called because of darkness, rain, or any other cause, it shall be a legal game and the team ahead shall be the winner.

NOTE 1: Games called because of rain, darkness, or other reasons before they become regulation games shall be resumed from the point of termination.

NOTE 2: Games called because of rain, darkness, or other reasons other than a time limit after they have become regulation games shall revert to the score of the last completed inning.

NOTE 3: This rule will also apply to league championship games.

(E) – Games shortened by reason of curfew, rain or other acts of God shall be regulation games provided both teams have played three (3) or more complete innings of play, or in the case of the home team, any time it is ahead after two and one-half (2½) innings of play. Pitchers shall only be charged for the innings pitched. **NOTE:** Both teams must have an equal opportunity with the same number of innings at bat. Runs scored by the visiting team in the top half of an inning do not count until the home team has had its opportunity to bat in the bottom half of that inning unless the home team manager wishes to concede.

(F) – One (1) team has mathematically reached the point that the other team cannot win the game, the game shall be ended.

III – IT IS A REGULATION TIE GAME WHEN:

(A) – The score is even after three (3) or more complete innings.

(B) – After two and one-half (2½) or more innings, the home team is at bat and has scored enough runs to make the score even and the game is called.

(C) – Tie games shall be replayed from the beginning or from the exact point of termination at the discretion of the local league. Pitchers shall be subject to regular eligibility rules, and under no condition shall they pitch in more innings than allowed by Pitching Rule VIII of DIXIE DARLINGS SPECIFIC PLAYING RULES**. NOTE:** This rule does not give a pitcher extra eligibility of innings because she

did not possibly use up her eligible innings in the week in which the original tie game was stopped.

(D) – Any game which does not meet any of the conditions noted above shall be declared a "no contest" and shall be replayed from the beginning.

IV – THE GAME

(A) – The catcher shall NOT be required to catch the third (3rd) strike, except for a foul tip. The batter shall be "out" and the base runners shall NOT advance.

(B) – All player-catchers and coach-catchers who play in the normal catcher's position or, in the case of a player-catcher playing in an abnormal position, MUST wear ALL equipment that is traditionally worn by a catcher, i.e., mask with throat protector, helmet, chest protector and shin guards. If the coach-catcher is a male a protective "cup" must be worn. **Coach-catchers are not allowed in DIXIE DARLINGS tournament play.**

(C) – If a coach-catcher is used, the player playing the position of catcher MUST wear a helmet, mask with throat protector and a chest protector and stand in an area designated safe by the home plate umpire when a pitch is being thrown to a batter.

(D) – All infielders (including the player-pitcher) **MUST** wear faceguards in DIXIE DARLINGS.

(E) – Each batter will be allowed five (5) pitches to be thrown to her in which she can: 1. Strike at and miss three (3) pitches thus creating a "strike out" or, 2. Hit the ball into fair territory. **NOTE:** If, on the fifth (5th) pitch the batter hits a foul ball, the batter shall continue batting until she either swings at and misses the ball or hits the ball into fair territory.

(F) – There will be ten (10) players on defense: (a.) All infielders must be no further than ten feet (10') behind the baselines at the point of the ball being hit by the batter. There will be only six (6) infielders with the pitcher and catcher being counted as infielders to satisfy this rule. (b.) All outfielders must be at least ten feet (10') behind the baselines at the point of the ball being hit by the batter. **NOTE:** Fielders may be placed wherever the coach desires as long as the ten feet (10') line ruled is followed.

(G) – The offensive team will be made up of the entire team roster. **NOTE:** If a team has fifteen (15) players registered on its team roster, and all fifteen (15) players show up for a game, then all fifteen (15) players shall be listed in the batting order and will bat their turn whether they are playing defense or not. **EXCEPTION:** In the case of injury or illness, the injured or ill player shall miss her turn at bat, with no penalty, said player shall not be allowed to re-enter the game in which she became injured or ill. **REMEMBER, ALL PLAYERS MUST PLAY AT LEAST SIX (6) CONSECUTIVE OUTS ON DEFENSE.**

(H) – Play will stop when the player-pitcher is within the eight-foot (8') circle and has possession of the ball.

(I) – An inning shall be ended with the third (3rd) out or end of play of the tenth (10th) batter in that inning.

NOTE 1: (LOCAL LEAGUE OPTION) A team completes its offensive half of an inning when all members of the team have batted. If one (1) team has more players than the other, the extra players are permitted to bat although any runs scored because of the extra players batting shall NOT count in the score of the game. The number of players counting for score is the minimum number of players present or ten (10), whichever is more at game time. All rules that apply to the tenth (10th) batter shall apply to the tenth (10th) batter or to the minimum number of batters. Each team shall be required to play ten (10) players or the minimum number, whichever is greater, two (2) complete consecutive innings (six [6] outs on defense).

NOTE 2: "END OF PLAY" on the tenth (10th) batter shall be interpreted to be when an out has been made on the tenth (10th) batter, or any base runner on base at the time the tenth (10th) batter bats or a defensive player, with the ball in her possession, touches home plate.

NOTE 3: When the tenth (10th) batter steps to home plate and takes her position in the batter's box, at that point, two (2) outs will be called even though the batting team may in fact not have any outs.

V – BASE RUNNING

(A) – **Bunting is not allowed. NOTE: "SLAP HITTING"** is considered as a form of bunting. Therefore, "slap hitting" is not legal in DIXIE DARLINGS play. PENALTY: If, in the umpire's judgment, a batter "slap hits" a ball and the ball stays fair, the batter shall be called "OUT" and all base runners shall return to the base they originally occupied. If the batter swings at and misses the ball or if the ball goes foul, it shall be called a "strike".

(B) – The base runner shall not steal a base or take a lead off the base being occupied.

(C) – The base runner shall not advance on a wild pitch by the pitcher or a passed ball by the catcher.

(D) – On overthrows, base runners may advance as many bases as they can with liability to being put out.

(E) – The base runner shall advance only when a ball has been hit into fair territory by the batter or when forced to advance by a base on balls and/or a hit batter or when a fly ball is caught in foul territory.

(F) – The ball is "dead" and all base runners must stop at the base the umpire rules they are entitled when: the player-pitcher has possession of the ball inside the eight-foot (8') RADIUS circle. **NOTE 1:** If, on a ball hit directly back to the player-pitcher, who is inside the eight-foot (8') RADIUS circle, and she gains immediate possession of the ball and she, in the umpire's judgment, makes no attempt to make a play, each base runner can advance one (1) base without liability to being put out. The batter/base runner must stop at first base. **NOTE 2:** When the umpire, in his/her judgment, sees that the player-pitcher is not going to make a play he/she should call "Time". If a base runner has advanced beyond the hashmark, she shall be allowed to advance one (1) base without liability of being put out. If a base runner is not beyond the hashmark, she must remain at the base that she last occupied unless she is forced to advance to the next base. Keep in mind that it may be to the advantage of the defensive team not to make a play. **NOTE 3:** If the player-pitcher chooses to make a play, normal base running rules will apply. The batter and the base runners advance with liability to being put out.

(G) – Umpires shall declare play "dead" when the player-pitcher is within the eight-foot (8') RADIUS circle with the ball in her possession. **NOTE 1:** Umpires shall declare the play dead when a base runner cannot advance without being put-out because a defensive player is holding the ball between her and the next base to which the base runner is going. N**OTE 2:** If the base runner is not the lead base runner(s), the umpire shall allow all lead base runner(s) to advance to the next base to which they are going provided they have passed the hashmark and the base runner cannot legally return to the last base that she touched safely. **NOTE 3:** If the lead base runner, after passing the hash mark, decides to return to the last base she legally occupied, all other base runners MUST return to their proper bases. **NOTE4:** Base runners caught between bases when the umpire declares that a play is "dead" must stop at the next base to which she was going or return to the last base to which she was legally entitled as judged by the umpire according to the hashmark.

(H) – If a base runner leaves her base before the ball is hit by the batter, the base umpire shall signal "delayed dead ball" to indicate

the violation at the time that it occurs. The defensive team shall have the privilege of having nullified any portion of the play that occurred on the violation.

(I) – If there is an appeal play to be made it can be made with the ball ruled dead. When the player/pitcher has possession of the ball the player/pitcher's coach may instruct the player/pitcher on the proper procedure of how to make an appeal. **NOTE:** If any outfielder is not at the proper distance when the ball is hit, then the offensive team has the privilege of Rule V (D) of DIXIE DARLINGS SPECIFIC RULES. If both the offensive and defensive teams are in error, the ball is ruled "dead."

(J) – **The INFIELD FLY rule does not apply.**

VI – EACH BASE RUNNER, INCLUDING THE BATTER/BASE RUNNER, SHALL WITHOUT DANGER OF BEING PUT OUT, ADVANCE:

(A) – To home plate, if the batter hits a fair fly ball over the fence or into the bleachers one hundred forty feet (140') or more from home plate, provided all base runners touch all bases legally. (Application of this rule is subject to Rule V (D) of DIXIE DARLINGS SPECIFIC PLAYING RULES.) The batter hitting the homerun shall be required to run the bases and she shall be required to touch all bases.

NOTE: DIXIE SOFTBALL allows local leagues to use the field dimensions of their fields, and a home run will be a ball hit over the fence. However, in tournament play the fence distance will be a minimum of one hundred forty feet (140') and a maximum of one hundred sixty feet (160').

(B) – Two (2) bases if the batter hits a fair fly ball that passes over a fence less than one hundred twenty feet (120') and from home plate. The ball is dead.

(C) – Two (2) bases if a fair ball touches a spectator or if it bounces into the stands outside the first or third base foul lines or if it goes through or under a fence, scoreboard, etc., or bounces over a fence.

VII – PITCHING RULES

(A) – The player-pitcher shall stand with both feet inside the eight-foot (8') RADIUS circle even with or behind (but not in front of) the pitcher's plate or the forty-foot (40') mark. **NOTE:** To satisfy this rule the player-pitcher does not have to be in contact with the pitcher's plate or the forty-foot (40') line at the point of time the ball is hit. **NOTE:** The pitcher may stand anywhere in the eight-foot (8') RADIUS circle as long as she is even with or behind the forty-foot (40') mark.

(B) – The coach-pitcher will pitch from thirty feet (30'). He/She shall pitch the ball in an underhanded manner. The coach-pitcher may use any pitching style he/she chooses as long as one (1) foot is at the thirty-foot (30') mark when the pitch begins.

(C) – The coach-pitcher must make every effort to avoid interfering with any ball put into play by either being hit by a batted ball or a thrown ball by defensive player. A coach-pitcher should make every effort to leave the playing field in the direction opposite where the ball is hit. If the ball is hit up the middle, the coach should try to leave the ball field to the side he/she feels would less likely interfere with play.

NOTE 1: If, in the judgment of the umpire, a coach-pitcher intentionally interfered with the play, the penalty shall be as follows: The batter is "out", and the ball is dead. All base runners must return to the last base they legally occupied. If, in the opinion of the umpire, a coach-pitcher unintentionally interfered with the play, it will be ruled "dead" and the pitch shall be replayed**.**

NOTE 2: If a batted or thrown ball hits the coach-pitcher, the play will be ruled "Dead". And all base runners must return to the base they last legally occupied.

NOTE 3: The coach-pitcher shall only field the ball when it is being thrown to him to put the ball back in play.

NOTE 4: (LOCAL LEAGUE OPTION) Coach-pitchers can only assist the batter in positioning her while she in the batter's box (no other type of coaching is allowed). Once the ball is hit, he/she cannot assist the batter as a base runner. A coach-pitcher CANNOT, through spoken words, body motions, or by any other means, assist the batter-base runner or any other base runners. The coach-pitcher cannot, through spoken words, body motions or by any other means, direct or signal coaching instructions to other coaches. The coach-pitcher cannot be involved in any meeting between the players and the other coaches while he/she is on the field as a coach-pitcher. PENALTY: After one warning (per game), the violating coach-pitcher shall be removed from the coach-pitcher position for the remainder of the game.

(D) – A player-pitcher shall be limited to nine (9) innings of playing that position between Monday through the following Sunday, except in a tie game at the end of the five (5) complete innings, the starting player-pitcher, who has not been removed from the mound in the same game, may play that position in the sixth (6th) inning Under no condition shall a pitcher-player play that position in more than five (5) innings in one (1) game except as noted above. **NOTE:** The player-pitcher shall be charged only for the innings she played in the position. If a player-pitcher does not have to play that position in the bottom half of an inning, she is not charged for that inning.

(E) – A player-pitcher removed from that position shall be allowed to return to that position one (1) time in the same game. **NOTE:** To satisfy this rule it will be ruled that if a player-pitcher returns to that position in the same inning of a game in which she was removed she shall be credited with playing that position in ONLY one (1) inning for the inning in which she was removed.

(F) – Innings for player-pitchers in games declared "no contest" shall count.

(G) – A coach-pitcher may pitch every inning of every game his/her team plays.

(H) – Any coach-pitcher may return to the mound once during a game.

(I) – In a series or single game played in a local league or between two (2) teams in a regional playoff that is decided by a best of three (3) series or played under the double elimination tournament bracket or by a single game playoff, a player-pitcher shall play that position in only five (5) or six (6) innings in the case that she is the starting player-pitcher and has not been removed from the mound in the same game. This may be a series to determine a first or second half winner if there are two (2) or more teams that are tied at the end of either half or in a series between the first and second half winners to determine the league champion. All such games shall be played to a conclusion unless the team behind wishes to concede. All player-pitchers shall be eligible to play that position in such a series or playoff.

NOTE 1: This rule allows a player-pitcher to play that position in only five (5) innings of a regular season game(s) and five (5) innings of a league championship game(s) during a week except for Rule VII (A) which allows a starting player-pitcher an extra inning in case of tie games.

NOTE 2: This rule allows a player-pitcher to play that position in only five (5) innings of a regular season game(s) and five (5) innings of a league championship game(s) during a week except for rule VII (A) which allows a starting player-pitcher an extra inning in case of

tie games**. EXAMPLE A:** A player-pitcher plays in that position five (5) innings in a regular season game on Monday. She then plays that position five (5) innings in a league championship game on Thursday of the same week. This is legal. **EXAMPLE B:** A player-pitcher plays that position five (5) innings in a regular season game on Monday. She then plays that position five (5) innings in a league championship game on Thursday and she then plays that position five (5) innings in a regular season game on Friday of the same week. This is illegal. All other local league rules shall apply, and protests shall be handled according to **Section 4:00 – PROTESTS** under general rules.

DIXIE ANGELS

SPECIFIC PLAYING RULES

(Ages 10 years and younger with preferred ages 9 and 10)

I – THE PLAYING FIELD

(A) – Baselines shall be sixty feet (60') in length.

(B) – The distance from the front side of the pitcher's plate to the point of home plate shall be thirty-five feet (35').

(C) – The distance from the point of home plate to the center of second (2^{nd}) base and from first (1^{st}) base shall be: eighty-four feet and ten inches (84' 10").

(D) – The batter's box will measure six feet (6') by three feet (3'). The batter's box will be measured four inches (4") out from the side edge of home plate and from the center of home plate. The batter's box will be measured with three feet (3') extending toward the pitcher's plate and three feet (3') extending toward the backstop.

(E) – Dixie Softball allows local leagues to use the field dimensions of their field(s) and a homerun will be a ball hit over the fence. it is recommended that the fence distance for the DIXIE ANGELS be a minimum of one hundred eighty feet (180') and a maximum of two hundred feet (200'). **NOTE:** During tournaments, the tournament director shall allow exceptions to the fence distance as long as the difference in distance is within a reasonable distance. Portable fences are allowed.

II – IT SHALL BE A REGULATION GAME WHEN:

(A) – Both teams have completed five (5) innings, and the visiting team has scored more runs than the home team.

(B) – The home team has scored more runs after four (4) innings than the visiting team has scored in five (5) innings.

(C) – The home team scores the winning run in the last half of the fifth (5th) inning before the third (3rd) out. If a batter in the last half of the final inning of a game hits a home run and the ball goes out of play, all base runners and the batter shall be entitled to score, but all bases shall be touched in order.

(D) – After the end of five (5) innings with the score tied, play is continued until one team scores more runs that the other in an equal number of innings. If after the home team scores the winning run before the third (3rd) out in any extra inning, the game shall end. it shall be a legal game and the team ahead shall be the winner.

(E) – One team has mathematically reached the point that the other team cannot win the game, the game shall be ended.

NOTE 1: Games called because of darkness, rain, or other reasons before they become regulation games shall be resumed from the point of termination.

NOTE 2: League championships decided by one (1) game shall be played to a conclusion, regardless of the score or inning, unless the team behind wishes to concede. If suspended, the game shall be completed as soon as possible and shall be played from the point of termination.

NOTE 3: This rule will also apply to league championship games decided by one game.

NOTE 4: Games called because of darkness, rain, or other reasons other than a time limit after they have become regulation games shall revert to the score of the last completed inning.

(F) – Games shortened by reason of curfew, rain or other acts of God shall be regulation games provided both teams have played three (3) or more complete innings of play or, in the case of the home team, any time it is after two and one-half (2½) innings of play. Pitchers shall only be charged for the innings pitched.

III – IT IS A REGULATION TIE GAME WHEN:

(A) – The score is even after three (3) or more complete innings.

(B) – After two and one-half (2½) or more innings, the home team is at bat and has scored enough runs to make the score even and the game is called.

(C) – Tie games shall be replayed from the beginning or from the exact point of termination at the discretion of the local league. Pitchers shall be subject to regular eligibility rules, and under no condition shall they pitch in more innings than allowed by Pitching Rule VII of DIXIE ANGELS SPECIFIC RULES. **NOTE:** This rule does not give a pitcher extra eligibility of innings because she did not possibly use up her eligible innings in the week on which the original tie game was stopped.

(D) – Any game which does not meet any of the conditions noted above shall be declared "no contest" and shall be replayed from the beginning.

IV – League championships decided by one (1) game shall be played to a conclusion, regardless of the score or inning, unless the team behind wishes to concede. The game, if suspended, shall be completed at the earliest possible date and shall be played from the point of termination.

V – THE GAME

(A) – **The catcher shall NOT be required to catch the third (3rd) strike, except for a foul tip.** The batter shall be called "out" and the baserunners shall NOT advance.

(B) – There will be ten (10) players on defense with only six (6) players in the infield at the point of the ball being released to the batter by the pitcher.

NOTE 1: The catcher and pitcher will be counted as infielders to satisfy this rule.

NOTE 2: Players listed in the lineup as infielders shall remain identified as infielders regardless of where they are placed on the playing field. Players listed in the lineup as outfielders (including the short-fielder) shall remain identified as outfielders and shall not be allowed to play in the infield at any time. **EXCEPTION:** If a player is changed from an outfield position to an infield position or vice versa, the change must be noted to the umpire and scorekeeper. NOTE: An outfielder brought in from the outfield must play in the normal playing position of the infielder she is replacing. **EXAMPLE:** If an outfielder is brought in from the outfield to replace the first

baseman, the outfielder must play in the normal first baseman position. If the change is made during the inning a time-out will be charged to the team for each time a position change is made during an inning.

NOTE 3: When position changes are made between outfielders and infielders during an inning, the pitcher shall be removed from the pitcher's position on the second time-out request to change infielders and outfielders. This rule overrides the third (3rd) visit time-out rule of Section 11:00.

(C) – All infielders (including player-pitcher) MUST wear faceguards in DIXIE ANGELS.

(D) – All outfielders must be at least ten feet (10') behind the baselines at the point of the ball being hit by the batter.

(E) – The offensive team will be made up of the entire team roster. **NOTE:** If a team has fifteen (15) players registered on its team roster, and all fifteen (15) players show up for a game, then all fifteen (15) players shall be listed on the batting order and will bat their turn whether they are playing defense or not. **EXCEPTION:** In the case of injury or illness, the injured or ill player shall miss her turn at bat, with no penalty, said player shall not be allowed to re-enter the game in which she became injured or ill. **REMEMBER, ALL PLAYERS MUST PLAY AT LEAST SIX (6) CONSECUTIVE OUTS ON DEFENSE.**

(F) – An inning shall be ended with the third (3rd) out or end of play of the tenth (10th) batter in that inning. If the tenth (10th) batter walks, is hit by a pitched ball or there is catcher's interference, all base runners, whether forced or not, shall advance only two (2) bases.

NOTE 1: "END OF PLAY" on the tenth (10th) batter shall be interpreted to be when an out has been made on the tenth (10th) batter, or any base runner on base at the time the tenth (10th) batter bats or when the umpire declares that play is dead because a base runner cannot advance without being put-out because a fielder is holding the ball between her and the next base she is going to or when a defensive player is touching home plate with the ball in her possession**.**

NOTE 2: When the tenth (10th) batter steps to the plate and takes her position in the batter's box, at that point two (2) outs will be called even though the batting team may in fact not have any outs.

NOTE 3: (LOCAL LEAGUE OPTION) A team completes its offensive half of an inning when all members of the team have batted. If one (1) team has more players than the other, the extra players are permitted to bat although any runs scored because of the extra players batting shall NOT count in the score of the game. The number of players counting for score is the minimum number of players present or ten (10), whichever is more at game time. All rules that apply to the tenth (10th) batter shall apply to the tenth (10th) batter or to the minimum number of batters. Each team shall be required to play ten (10) players or the minimum number, whichever is greater, two (2) complete consecutive innings (six [6] outs on defense).

VI - BASE RUNNING:

(A) – Base runners may steal any base, including home.

(B) – Base runners may steal only one (1) base at a time. NOTE: Advancing on passed balls, wild pitches, and overthrows is not considered as "stealing" a base and base runners run at the risk of being put out. and may advance as many bases as they can safely reach.

(C) – The base runner shall NOT advance on a wild pitch by the pitcher or a passed ball by the catcher.

(D) – If a base runner leaves her base before the pitch reaches the batter, the base umpire shall signal, "delayed dead ball" to indicate the violation at the time it occurs. The defensive team shall have the privilege of having nullified any portion of the play that occurred on the violation. **NOTE:** If any outfielder is not at the proper distance when the ball is hit, then the offensive team has the privilege of Rule V (D) above. If both the offensive and defensive teams are in error, the ball is ruled "dead". The ball is "dead" and all base runners must stop at the base the umpire rules they are entitled when: the player-pitcher has possession of the ball inside the eight-foot (8') RADIUS circle.

(E) On a base-on-balls, the batter/base runner MUST stop at first (1st) base. All other base runners may advance one (1) base only if they are forced to because of the base-on-balls. **NOTE:** If a base runner was in the process of stealing a base when the batter was issued a base-on-balls, the base runner must return to the last base she legally occupied unless forced to advance.

(F) Base runners cannot advance on throw-backs to the pitcher, any other player, or a coach. **NOTE:** To satisfy this rule, if, in the opinion of the umpire, a throw is made to a fielder to try and pick off a base runner or she throws the ball behind the base runner, these will NOT be considered as throw-backs. If the base runner is caught off her base, she must try and get back to the last base she legally occupied or advance to the next base, if it is unoccupied.

G) A base runner on third (3rd) base may attempt to steal home with liability of being put out on a wild pitch or a passed ball. **NOTE:** A passed ball in DIXIE ANGELS *X-play* will be ruled as a ball that either goes behind or off to the side of the catcher far enough for the home plate umpire to rule it a passed ball. For safety's sake, any ball that hits the catcher's glove, equipment or person or hits the home plate umpire's equipment or person and stays in front of the catcher **SHALL NOT** be ruled a passed ball. Only the home plate umpire can rule that a ball is a passed ball.

(H) If the catcher of record is on base with two (2) outs, a coach has the option of putting in a courtesy runner for the catcher. The courtesy runner will be the player who made the second (2nd) out in the inning.

VII – THE BATTER AND EACH BASE RUNNER SHALL, WITHOUT DANGER OF BEING PUT OUT, ADVANCE:

(A) - To home plate, if the batter hits a fair fly ball over the fence or into the bleachers one hundred forty feet (140') or more from home plate, provided all baserunners touch all bases legally. (Application of this rule is subject to Rule V of DIXIE ANGELS SPECIFIC PLAYING RULES). The batter hitting the home run shall be required to run the bases and she shall be required to touch all bases. **NOTE:** DIXIE SOFTBALL recommends that the home run fence be placed at one hundred sixty feet (160') from home plate.

(B) – Two (2) bases if the batter hits a fair fly that passes over a fence less than one hundred forty feet (140') from home plate. The ball is dead.

(C) – Two (2) bases if a fair ball touches a spectator or if it bounces into a stand outside the first (1^{st}) or third (3^{rd}) base foul lines or if it goes through or under a fence, scoreboard, etc., or bounces over a fence.

(D) – The batter that receives a base-on-balls must stop at first base. All other base runners may advance only if they are forced to do so. **NOTE:** Rule VI (D) does NOT remove the two (2) base rule that is applied in Rule IV (E) of DIXIE ANGELS SPECIFIC PLAYING RULES.

(E) – The infield fly rule applies.

VIII – PITCHING RULES

(A) – A pitcher shall not pitch more than nine (9) innings between Monday through the following Sunday, except that in a tie game at the end of five (5) innings, the starting pitcher may pitch the sixth (6th) inning except as described in Rule VII (E) of DIXIE ANGELS SPECIFIC PLAYING RULES. Under no condition shall a pitcher pitch in more than five (5) innings in one (1) game except as noted above.

NOTE 1: The extra inning rule does not apply to a starting pitcher who was removed from and returned to the mound in the same game, regardless of which inning she returned. Once a starting pitcher is removed from the mound in a game, she will be allowed only five (5) innings in which to pitch in that game.

NOTE 2: The pitcher shall be charged only for the innings pitched. If a pitcher does not have to pitch the bottom half of an inning, she is NOT charged for that inning.

(B) - A pitcher removed from the mound shall be allowed to return to the mound one (1) time is the same game. **NOTE:** To satisfy this rule it will be ruled if a pitcher returns to the mound in the same inning of a game in which she was removed she shall be credited with pitching in ONLY one (1) inning for the inning in which she was removed.

(C) – After four (4) batters have walked in an inning, the offensive team's manager or coach comes in to pitch for the rest of the inning.

NOTE 1. THIS RULE APPLIES TO ANGELS ONLY AND DOES NOT APPLY TO ANGELS X-play.

NOTE 2: The coach-pitcher will pitch from thirty-five feet (35'). He/She shall pitch the ball in an underhanded manner. The coach-pitcher may use any pitching style he/she chooses as long as one (1) foot is at the thirty-five-foot (35') mark when the pitch begins.

NOTE 3: The player-pitcher shall stand inside the eight-foot (8') circle as long as she is not closer than thirty-eight feet (38') to the front of home plate. . The base umpire will judge whether the player-pitcher is at a proper distance.

NOTE 4: The coach-pitcher must make every effort to avoid interfering with any ball put into play by either being hit by a batted ball or a thrown ball by defensive player. A coach-pitcher should make every effort to leave the playing field in the direction opposite where the ball is hit. If the ball is hit up the middle, the coach should try to leave the ball field to the side he/she feels would less likely interfere with play.

NOTE 5: If, in the judgment of the umpire, a coach-pitcher intentionally interfered with the play, the penalty shall be as follows: The batter is "out", and the ball is dead. All base runners must return to the last base they legally occupied. If, in the opinion of the umpire, a coach-pitcher unintentionally interfered with the play, it will be ruled "dead" and the pitch shall be replayed**.**

NOTE 6: If a batted or thrown ball hits the coach-pitcher, the play will be ruled "Dead". And all base runners must return to the base they last legally occupied.

NOTE 7: The coach-pitcher shall only field the ball when it is being thrown to him to put the ball back in play.

NOTE 8: The coach-pitcher can only assist the batter in positioning her while she is in the batter's box (no other type of coaching is allowed). Once the ball is hit, he/she cannot assist the batter as a base runner. A coach-pitcher CANNOT, through spoken words, body motions, or by any other means, assist the batter-base runner or any other base runners. The coach-pitcher cannot, through spoken words, body motions or by any other means, direct or signal coaching instructions to other coaches. The coach-pitcher cannot be involved in any meeting between the players and the other coaches while he/she is on the field as a coach-pitcher. PENALTY: After one warning (per game), the violating coach-pitcher shall be removed from the coach-pitcher position for the remainder of the game.

NOTE 9: A hit batter does not count as a walk.

NOTE 10: A player-pitcher removed from the mound under this rule may return to the mound in the next inning and may continue to pitch until such time her coach removes her for circumstances other than what is covered in this rule.

(D) If a batter fouls the third (3rd) pitch, she shall continue to bat until she either puts the ball into play or she strikes out. With the three (3) pitches, the batter MUST either put the ball into play or strike out. After the batter has successfully reached base or made an out, the removed player-pitcher will resume pitching to the next scheduled batter, or a new player-pitcher can be brought in to play the pitcher position.

(E) – Innings pitched in games declared "no contest" shall count.

(F) – In a series or single game played in a local league or between two (2) teams in a regional playoff that is decided by a best of three (3) series or played under the double elimination tournament bracket or by a single game playoff, a pitcher shall pitch in only five (5) innings or six (6) innings if she is the starting pitcher having never been removed from the mound in the same game. This may be a series to determine a first (1st) or second (2nd) half winner if two (2) or more teams are tied at the end of either half of the regular season, or in a series between first (1st) and second (2nd) half winners, to determine the league champion. All pitchers shall be eligible to pitch in such a series or playoff. **NOTE:** This rule allows a pitcher to pitch in only five (5) innings of a regular season game(s) and five (5) innings of a championship game(s) during a week except for Rule VII (A) which allows a starting pitcher to have an extra inning in case of tie games**. EXAMPLE A:** A pitcher pitches five (5) innings of a regular season game on Monday. She then pitches five (5) innings in a league championship game on Thursday of the same week. This is legal. **EXAMPLE B:** A pitcher pitches five (5) innings in a regular season game on Monday. She then pitches five (5) innings in a league championship game on Thursday, and she then pitches five (5) innings in a regular season game on Friday of the same week. This is illegal. All other local league rules shall apply, and protest shall be handled according to Tournament Rule XI.

(G) – In exhibition games a pitcher shall be allowed to pitch three (3)) additional innings or a total of twelve (12) innings for the week one (1) time during the season.

DIXIE PONYTAILS

SPECIFIC PLAYING RULES

(Ages 12 years and younger with preferred ages 11 and 12)

I – THE PLAYING FIELD

(A) – Baselines shall be: sixty feet (60') in length.

(B) – The distance from the front side of the pitcher's plate to the point of home plate shall be forty feet (40').

(C) – The distance from the point of home plate to the center of second base and from first base to third base shall be eighty-four feet and ten inches (84' 10").

(D) – The batter's box will measure seven feet (7') by three feet (3'). The batter's box will be measured four inches (4") out from the side edge of home plate and from the center of home plate the batter's box will be measured with four feet (4') extending toward the pitcher's plate and three feet (3') extending toward the backstop.

(E) – Dixie Softball allows local leagues to use the field dimensions of their field(s) and a homerun will be a ball hit over the fence. it is recommended that the fence distance for the DIXIE PONYTAILS be a minimum of one hundred eighty feet (180') and a maximum of two hundred feet (200'). **NOTE:** During tournaments, the tournament director shall allow exceptions to the fence distance as long as the difference in distance is within a reasonable distance. Portable fences are allowed.

II – IT SHALL BE A REGULATION GAME WHEN:

(A) – Both teams have completed six (6) innings, and the visiting team has scored more runs than the home team.

(B) – The home team has scored more runs after five (5) innings than the visiting team has scored in six (6) innings.

(C) – The home team scores the winning run in the last half of the sixth (6th) inning before the third (3rd) out. If a batter in the last half of the final inning of a game hits a home run and the ball goes out of play, all base runners on base and the batter shall be entitled to score, but all bases shall be touched in order.

(D) – After the end of six (6) innings with the score tied, play is continued until one (1) team has scored more runs than the other in an equal number of innings. If after the home team scores the winning run before the third (3rd) out in any extra inning, the game shall end. **EXCEPTION:** When a team is ten (10) runs ahead after three (3) complete innings of play and the game is called because of rain, darkness, or any other cause, it shall be a legal game and the team ahead shall be the winner.

NOTE 1a: Games called because of rain, darkness, or other reasons before they become regulation games shall be resumed from the point of termination. **NOTE 1b:** This rule will also apply to league championship games decided by one game.

NOTE 2: Games called because of rain, darkness, or other reasons other than a time limit after they have become regulation games shall revert to the score of the last completed inning.

(E) – Games shortened by reason of curfew, rain or other acts of God shall be regulation games provided both teams have played four (4) or more complete innings of play or, in the case of the home team, any time it is ahead after three and one-half (3½) innings of play. Pitchers shall only be charged for innings pitched.

(F) – **(LOCAL LEAGUE OPTION)** A game shall be considered a regulation game when a team is ahead by ten (10) runs after both teams have played four (4) innings, or in the case of the home team, any time it is ahead after three and one-half (3½) innings of play. **NOTE:** Both teams must have an equal opportunity with the same number of innings at bat. Runs scored by the visiting team in the top half of an inning do not count until the home team has had its opportunity to bat in the bottom half of that inning unless the home team manager wishes to concede.

III – IT IS A REGULATION TIE GAME WHEN:

(A) – The score is even after four (4) or more complete innings.

(B) – After three and one-half (3½) or more innings, the home team is at bat and has scored enough runs to make the score even and the game is called.

(C) – Tie games shall be replayed from the beginning or from the exact point of termination at the discretion of the local league. Pitchers shall be subject to regular eligibility rules, and under no condition shall they pitch in more innings than allowed by Pitching Rule VII of DIXIE PONYTAILS SPECIFIC PLAYING RULES. **NOTE:** This rule does not give a pitcher extra eligibility of innings because she did not possibly use up her eligible innings in the week on which the original tie game was stopped.

(D) – Any game which does not meet any of the conditions noted above shall be declared "no contest" and shall be replayed from the beginning. **NOTE:** Refer to Rule IV below for exception.

IV – THE GAME, OFFENSE

(A) – **(A)** – The catcher shall not be required to catch the third (3rd) strike, except for a foul tip, if first (1st) base is occupied with less than two (2) outs. The batter is called out and all base runners advance at their own risk.

(B) – The catcher shall be required to catch the third (3rd) strike when there are two (2) outs or when first (1st) base is unoccupied. The batter may advance to first (1st) base with liability to being put out, either by the catcher touching the batter with the ball or throwing the ball to first (1st) base for the put out if the catcher missed the third (3rd) strike. All other base runners advance at their own risk with liability to being put out. **EXAMPLE A:** The third (3rd) strike is not caught by the catcher with two (2) outs in the inning and a base runner on third (3rd) base. The batter runs toward first (1st) base, but the catcher does not throw the ball to first (1st) base nor touches the batter with the ball, the base runner at third stays on third (3rd) base and does not try to advance. **RULING:** The batter is safe at first (1st) base and the counts remains at two (2) outs. **EXAMPLE B:** The catcher does not catch the third (3rd) strike with two (2) outs and the bases loaded. The catcher does not throw the ball to any base but touches home plate with the ball in her possession. **RULING:** The base runner at third (3rd) base is out because it became a force play. **NOTE:** To make this rule applicable a missed third (3rd) strike shall be judged as a ball that either passed by the catcher, was dropped by the catcher, or hit the ground before reaching the catcher.

(C) – The offensive team will be made up of the entire team roster. **NOTE:** If a team has fifteen (15) players registered on its team roster, and all fifteen (15) players show up for a game, then all fifteen (15) players shall be listed on the batting order and will bat their turn whether they are playing defense or not. **EXCEPTION:** In the case of injury or illness, the injured or ill player shall miss her turn at bat, with no penalty, said player shall not be allowed to re-enter the game in which she became injured or ill. **REMEMBER, ALL PLAYERS MUST PLAY AT LEAST SIX (6) CONSECUTIVE OUTS ON DEFENSE.**

(D) – All pitchers in DIXIE PONYTAILS **MUST** wear a faceguard.

V – BASE RUNNING

(A) If a base runner leaves her base before the ball leaves the pitcher's hand on the delivery to the batter, the base runner shall be called "OUT". The pitch shall be declared a "no pitch". The ball is "dead", and no base runners shall advance.

(B) – If the catcher of record is on base with two (2) outs, a coach has the option of putting in a courtesy runner for the catcher. The courtesy runner will be the player who made the second (2nd) out in the inning..

VI – EACH BASE RUNNER, INCLUDING THE BATTER/BASE RUNNER, SHALL WITHOUT DANGER OF BEING PUT OUT, ADVANCE:

(A) – To home plate, if the batter hits a fair fly ball over the fence or into the bleachers one hundred and sixty feet (160') or more from home plate, provided all base runners touch all bases legally. (Application of this rule is subject to Rule VI (A) of DIXIE PONYTAILS SPECIFIC PLAYING RULES). The batter hitting the home run shall be required to run the bases and she shall be required to touch all bases. **NOTE:** Dixie Softball recommends that the home run fence be placed one hundred and eighty feet (180') from home plate.

(B) – Two (2) bases if the batter hits a fair fly ball that passes over a fence less than one hundred and sixty feet (160') from home

plate. The ball is dead.

(C) – Two (2) bases if a fair ball touches a spectator or if it bounces into a stand outside the first or third base foul lines or if it goes through or under a fence, scoreboard, etc., or bounces over a fence.

(D) – **The infield fly rule applies.**

VII - PITCHING RULES

(A) – A pitcher shall not pitch more than ten (10) innings between Monday through the following Sunday night except that in a tie game at the end of six (6) innings the starting pitcher may pitch the seventh (7th) inning except as described in Rule VII (E) of DIXIE PONYTAILS SPECIFIC PLAYING RULES. Under no condition shall a pitcher pitch in more than six (6) innings in one (1) game except as noted above.

NOTE 1: The extra inning rule does not apply to a starting pitcher who was removed from and returned to the mound in the same game, regardless of which inning she returned. Once a starting pitcher is removed from the mound in a game, she will be allowed only six (6) innings in which to pitch in that game.

NOTE 2: The pitcher shall be charged only for the innings pitched. If a pitcher does not have to pitch the bottom half of an inning she is NOT charged for that inning.

(B) – A pitcher removed from the mound shall be allowed to return to the mound one (1) time in the same game. **NOTE:** To satisfy this rule it will be ruled that if a pitcher returns to the mound in the same inning of a game in which she was removed she shall be credited with pitching in ONLY one (1) inning for the inning in which she was removed.

(C) – Innings pitched in games declared "no contest" shall count.

(D) – In a series or single game played in a local league or between two (2) teams in a regional playoff that is decided by a best of three (3) series or played under the double-elimination tournament bracket or by a single game playoff, a pitcher shall pitch in only six (6) or seven (7) innings in the case she is the starting pitcher having never been removed from the mound in the same game. This may be a series to determine a first or second half winner in the event two (2) or more teams are tied at the end of either half, or in a series between first and second half winners to determine league champion. All such games shall be played to a conclusion unless the team behind wishes to concede. All pitchers shall be eligible to pitch in such a series or playoff. **NOTE:** This rule allows a pitcher to pitch in only six (6) innings of a regular season game(s) and six (6) innings of a championship game(s) during a week except for rule VII (A) which allows a starting pitcher an extra inning in case of tie games. **EXAMPLE A:** A pitcher pitches six (6) innings in a regular season game on Monday. She then pitches six (6) innings in a league championship game on Thursday of the same week. This is legal. **EXAMPLE B:** A pitcher pitches six (6) innings in a regular season game on Monday. She then pitches six (6) innings in a league championship game on Thursday, and she then pitches six (6) innings in a regular season game on Friday of the same week. This is illegal. All other local league rules shall apply, and protest shall be handled according to Tournament Rule XI.

(E) – In exhibition games a pitcher shall be allowed to pitch three (3) additional innings, or a total of thirteen (13) innings for the week at one time during the season.

DIXIE BELLES

SPECIFIC PLAYING RULES

(Ages 15 years and younger with preferred ages 13-15)

AND

DIXIE DEBS

SPECIFIC PLAYING RULES

(Ages 19 years and younger with preferred ages 16-19)

I – THE PLAYING FIELD

(A) – Baselines shall be sixty feet (60') in length.

(B) – The distance from the front side of the pitcher's plate to the point of home plate shall be forty-three feet (43').

(C) – The distance from the point of home plate to the center of second base and from first base to third base shall be eighty-four feet and ten inches (84' 10").

(D) – The batter's box will measure seven feet (7') by three feet (3'). The batter's box will be measured four inches (4") out from the side edge of home plate and from the center of home plate the batter's box will be measured with four feet (4') extending toward the pitcher's plate and three feet (3') extending toward the backstop.

(E) – Dixie Softball allows local leagues to use the field dimensions of their field(s) and a homerun will be a ball hit over the fence. it is recommended that the fence distance for the DIXIE BELLES and DEBS be a minimum of two hundred twenty feet (220') and a maximum of three hundred feet (300'). **NOTE:** During tournaments, the tournament director shall allow exceptions to the fence distance as long as the difference in distance is within a reasonable distance. Portable fences are allowed.

II – IT SHALL BE A REGULATION GAME WHEN:

(A) – Both teams have completed seven (7) innings, and the visiting team has scored more runs than the home team.

(B) – The home team has scored more runs after six (6) innings than the visiting team has scored in seven (7) innings.

(C) – The home team scores the winning run in the last half of the seventh (7th) inning before the third (3rd) out. If a batter in the last half of the final inning of a game hits a home run and the ball goes out of play, all runners on base and the batter shall be entitled to score, but all bases shall be touched in order.

(D) – After the end of seven (7) innings with the score tied, play is continued until one team has scored more runs than the other in an equal number of innings. If the home team scores the winning run before the third (3rd) out in any extra inning, the game shall be ended. **EXCEPTION:** When a team is ten (10) runs ahead after four (4) complete innings of play and the game is called because of rain, darkness, or any other cause, it shall be a legal game and the team ahead shall be the winner.

NOTE 1: Games called because of rain, darkness, or other reasons before they become regulation shall be resumed from the point of termination.

NOTE 2: This rule will also apply to league championship games decided by one game.

NOTE 3: Games called because of rain, darkness, or other reasons other than a time limit after they have become regulation games shall revert to the score of the last completed inning.

(E) - Game shortened by reason of curfew, rain or other acts of God shall be regulation games provided both teams have played five (5) or more complete innings of play or, in the case of the home team, any time it is ahead after four and one-half (4½) innings of play. Pitchers shall only be charged for innings pitched.

(F) – **(LOCAL LEAGUE OPTION)** A game shall be considered a regulation game when a team is ahead by ten (10) runs after both teams have played five (5) innings, or in the case of the home team, any time it is ahead after four and one-half (4½) innings of play. **NOTE:** Both teams must have an equal opportunity with the same number of innings at bat. Runs scored by the visiting team in the top half of an inning do not count until the home team has had its opportunity to bat in the bottom half of that inning unless the home team wishes to concede.

III – IT IS A REGULATION TIE GAME WHEN:

(A) – The score is even after five (5) or more complete innings.

(B) – After four and one-half (4½) or more innings, the home team is at bat and has scored enough runs to make the score even and the game is called.

(C) – Tie games shall be replayed from the beginning or from the exact point of termination at the discretion of the local league. Pitchers shall be subject to regular eligibility rules, and under no condition shall they pitch in more innings than allowed by Pitching Rule VIII of DIXIE BELLES and DIXIE DEBS SPECIFIC PLAYING RULES. **NOTE:** This rule does not give a pitcher extra eligibility of innings because she did not possibly use up her eligible innings in the week in which the original tie game was stopped.

IV – THE GAME

(A) – The catcher shall not be required to catch the third (3rd) strike, except for a foul tip, if first (1st) base is occupied with less than two (2) outs. The batter is "out" and all base runners advance at their own risk.

(B) – The catcher shall be required to catch the third (3rd) strike when there are two (2) outs or when first (1st) base is unoccupied. The batter may advance to first (1st) base with liability to being put out, either by the catcher touching the batter with the ball or throwing the ball to first (1st) base for the put "out" if the catcher misses the third (3rd) strike. All other base runners advance at their own risk with liability to being put out. **EXAMPLE A:** The third (3rd) strike is not caught by the catcher with two (2) outs in the inning and a base runner on third base. The catcher does not throw the ball to first base nor touches the batter with the ball, the base runner at third stays at third and does not try to advance. **RULING:** The batter is safe at first and the count remains at two (2) outs. **EXAMPLE B:** The catcher does not catch the third (3rd) strike with two (2) outs and the bases loaded. The catcher does not throw the ball to any base but touches home plate with the ball in her possession. **RULING:** The base runner at third (3rd) base is out because it became a force play. **NOTE:** To make this rule applicable a missed third (3rd) strike shall be judged as a ball that either passed by the catcher, was dropped by the catcher, or hit the ground before reaching the catcher.

(C) – The offensive team will be made up of the entire team roster. **NOTE:** If a team has fifteen (15) players registered on its team roster, and all fifteen (15) players show up for a game, then all fifteen (15) players shall be listed on the batting order and will bat their turns whether they are playing defense or not. **EXCEPTION:** In the case of injury or illness, the injured or ill player shall miss her turn at bat, with no penalty, and said player shall not be allowed to re-enter the game in which she became injured or ill. **REMEMBER, ALL PLAYERS MUST PLAY AT LEAST SIX (6) OUTS ON DEFENSE.**

(D) – **All pitchers in DIXIE BELLES and DIXIE DEBS MUST wear a face guard.**

V – BASE RUNNING

A – If a base runner leaves her base before the ball leaves the pitcher's hand on the delivery to the batter, the base runner shall be called "OUT". The pitch shall be declared a "no pitch." The ball is "dead", and no base runners shall advance.

(B) — If the catcher of record is on base with two (2) outs, a coach has the option of putting in a courtesy runner for the catcher. The courtesy runner will be the player who made the second (2nd) out in the inning.

VI – EACH BASE RUNNER, INCLUDING THE BATTER/BASE RUNNER, SHALL WITHOUT DANGER OF BEING PUT OUT, ADVANCE:

(A) – To home plate, if the batter hits a fair fly ball over the fence or into the bleachers one hundred and eighty feet (180') or more from home plate, provided all base runners touch all bases legally. (Application of this rule is subject to Rule VI (A) of DIXIE BELLES and DIXIE DEBS SPECIFIC PLAYING RULES.) The batter hitting the home run shall be required to run the bases and she shall be required to touch all bases. **NOTE:** DIXIE SOFTBALL recommends that the home run fence be placed at two hundred feet (200') from home plate.

(B) – Two (2) bases if the batter hits a fair fly ball that passes over a fence less than one hundred and eighty feet (180') from home plate. The ball is dead.

(C) – Two (2) bases if a fair ball touches a spectator or if it bounces into a stand outside the first (1st) base or third (3rd) base foul lines or if it goes through or under the fence, scoreboard, etc., or bounces over a fence.

VII – PITCHING RULES

(A) – A pitcher shall not pitch more than twelve (12) innings between Monday through the following Sunday night except that in a tie game at the end of seven (7) innings the starting pitcher who has not been removed from the mound in the same game may pitch the eighth (8th) inning except as described in Rule VIII (E) of DIXIE BELLES and DIXIE DEBS SPECIFIC PLAYING RULES. Under no condition shall a pitcher pitch in more than seven (7) innings in one (1) game except as noted above.

NOTE 1: The extra inning rule does not apply to a starting pitcher who was removed from and returned to the mound in the same game, regardless of which inning she returned. Once a starting pitcher is removed from the mound in a game, she will be allowed only seven (7) innings in which to pitch in that game.

NOTE 2: The pitcher shall be charged only for the innings pitched. If a pitcher does not have to pitch the bottom half of an inning she is NOT charged for that inning.

(B) — A pitcher removed from the mound shall be allowed to return to the mound one (1) time in the same game. To satisfy this rule it will be ruled that if a pitcher returns to the mound in the same inning of a game in which she was removed she shall be credited with pitching in ONLY one (1) inning for the inning in which she was removed.

(C) – Innings pitched in games declared "no contest" shall count.

(D) – In a series or single game played in a local league or between two (2) teams in a regional play-off that is decided by a best of three (3) series or played under the double-elimination tournament bracket or by a single game play-off, a pitcher shall pitch in only

seven (7) or eight (8) innings in the case she is the starting pitcher having never been removed from the mound in the same game. This may be a series to determine a first (1st) or second (2nd) half winner in the event two (2) or more teams are tied at the end of either half, or in a series between first (1st) and second (2nd) half winners to determine league champion. All such games shall be played to a conclusion unless the team behind wishes to concede. All pitchers shall be eligible to pitch in such a series or playoff. **NOTE:** This rule allows a pitcher to pitch in only seven (7) innings of a regular season game and seven (7) innings of a championship game during a week except for rule VIII (A) which allows a starting pitcher an extra inning in case of tie games. **EXAMPLE A:** A pitcher pitches seven (7) innings in a regular season game on Monday. She then pitches seven (7) innings in a league championship game on Thursday of the same week. This is legal. **EXAMPLE B:** A pitcher pitches seven (7) innings in a regular season game on Monday. She then pitches seven (7) innings in a league championship game on Thursday and she then pitches seven (7) innings in a regular season game on Friday of the same week. This is illegal. All other local league rules shall apply, and protests shall be handled according to Tournament Rule XI.

(E) – In exhibition games a pitcher shall be allowed to pitch three (3) additional innings, or a total of sixteen (16) innings for the week at one (1) time during the season.

Steps Followed to Build a Strong Dixie Softball League

1) Recruit a group of five, seven or nine individuals who will serve on a Board of Directors to govern the league's entire operation. From this group, you should elect a president, one or more vice-presidents, a secretary, a treasurer, a player agent and, possibly, a purchasing agent.

2) Adopt a set of league operational rules and see that everyone who has any part in the league's operation has a copy. Such rules should fully cover all areas of operation and leave no situation uncovered. If everyone connected with the league knows exactly how the program will be operated, conflicts and misunderstandings can be minimized.

3) Assign one person from your league Board of Directors as your "Communications Official" and have this person responsible for all communication that comes to the league. This person should make sure that all communication is delivered promptly to the proper official. To make this work, the league should secure a permanent mailing address such as a Post Office Box and email address. So many leagues use the addresses of an official and when that person drops out after a season or so, the DS communication continues to go to the previous officer's address. The league must rely entirely on the former official to deliver such DS communications to current league officials to be assured of getting DS information. Therefore, permanent mail and online addresses, that will continue year in and year out regardless of who is in the office, is the best solution. Getting communication promptly is one of the most important parts of operating a good league and is very often overlooked.

4) Fund Raising is an important part of many leagues. We suggest that local leagues carefully select the best methods for fund raising. Quality products should be used when "sales" are conducted. The best protection for a league in deciding what groups are reliable and offer quality products is to stick with the Dixie Softball "Approved Suppliers" who have been required to qualify as suppliers to our organization. Full backgrounds on all these firms are available from headquarters.

5) Make certain that your league is ALWAYS represented at Sub-District, District and State Meetings. So often leagues fail to attend such meetings and do not take part in the discussion of matters up for consideration which will affect local league operations. Dixie Softball is a democratic organization and is run BY AND FOR THE LEAGUES. Therefore, all leagues should take part in its operations by attending meetings.

These five (5) steps should help a league to be a strong one if followed. Additionally, the services of District, State, and National Directors are available. They are available to help when you need it, just give them a call.

DIXIE SOFTBALL INCORPORATED

I – THE LEAGUE

(A) – The League shall be the smallest unit of organization and shall be governed by those active in the program which make up the Managing Personnel, such as officers, executive committee, team managers, and player agent, serving as the volunteer operating personnel. **The community aspect of the program should be the goal and be maintained.**

(B) – DS divisions are called DIXIE SWEETEES, DARLINGS, ANGELS, PONYTAILS, BELLES, and DEBS. A league shall be composed of at least one (1) and not more than seven (7) teams in any one (1) division of DS. for the league to franchise or when a previously franchised league franchises a division that they did not franchise the previous year.

(C) – DIXIE SWEETEES, DARLINGS, ANGELS, and PONYTAILS teams shall play a regular schedule of games and a total of not less than fifteen (15) games for the season. Leagues may franchise at least one (1) team and not more than seven (7) teams in the DIXIE DEBS division depending upon conditions within a particular community if all players reside within the established boundary of their league. DIXIE BELLES and DEBS teams shall play a regular schedule of games and a total of not less than twelve (12) games for a season. **NOTE:** With special written permission from the National President and State Director, a league may franchise less than the required number of teams.

(D) – A two (2), three (3), four (4), five (5), six (6), or seven (7) team league shall limit its defined boundary to a population of not more than thirty thousand (30,000) total population. Two (2) or more leagues may operate within the same boundary by agreement of the leagues concerned, but all team managers shall have equal opportunity in the selection of players. To satisfy the requirement of this rule, under no circumstance shall any league draw players from the limit of more than thirty thousand (30,000) population limit. This prohibits a multi-league organization from selecting its first (1st) league from its entire player pool, its second (2nd) league from the players remaining in the players pool after the first league is formed, its third (3rd) league from the players remaining after the first two (2) leagues are formed, and so on. **EXAMPLE:** A community of sixty

thousand (60,000) population fields two (2) leagues. It picks its top players from the entire sixty thousand (60,000) population and puts them in one (1) league before it begins assigning players to its second (2nd) league, thus creating an "A" league and a "B" league effect. This is illegal. **NOTE:** Two (2) leagues operating within the same boundary shall have a combined population of no more than sixty thousand (60,000), three (3) leagues, operating within the same boundary shall have a combined population of no more than ninety thousand (90,000), and so on up.

(E) – Small nearby towns/communities unable to field a league within their own territory limits shall be permitted to form two (2), three (3), four (4), five (5), six (6), or seven (7) team leagues provided the combined population does not exceed thirty thousand (30,000). **EXCEPTION:** The National President, with the written consent and approval of the district and state directors and the National Board Members within the state, shall be empowered to make exceptions for justifiable reasons to the boundary population limit as stated above. Exceptions, however, shall be on file at the National President's office prior to the beginning of the local league season and the request for the exception shall be made with written approval of the district and state directors. The DIXIE BELLES and DEBS shall not be governed by population within a league's boundary.

NOTE 1: If a program franchises DIXIE BELLES and DEBS only, that program will be subject to the population limit rule set forth by DS in this rule guide.

NOTE 2: When two (2) or more leagues combine to form a division(s), to be able to acquire a franchise in a particular division(s), they will be required to continue the combining of these division(s) in such manner until each league that is affected by the combining can franchise their own division(s), if so desired.

(F) – No new league shall be franchised in the territory of an existing league or leagues. Organizations franchised with Dixie Softball the previous year shall always have first refusal of franchising in succeeding years except as noted below:

N**OTE 1:** When two (2) or more leagues operate within the same defined boundaries and DO NOT HAVE A COMMON SET OF LEAGUE OFFICERS the leagues may operate within the same boundary by written agreement of the leagues concerned, the district and state directors and the written agreement is on file with the District and State director. **EXCEPTION 1:** Under certain circumstances, the renewal of a franchise may be denied if it is the unanimous opinion of **(1)** the State Director, **(2)** all members of the Board of Directors of Dixie Softball from the state, and **(3)** the District Director of the district in which the league plays, that it is for the best interest of DS within the particular state that the existing organization not be franchised for the current year and they each sign a statement to this effect setting out the reasons therefore and provided that team membership shall not form a basis for not franchising. In case the President of DS does not approve the disfranchising of the league or if he/she revokes a league's franchise, the President of DS shall appoint a committee to investigate the matter and make a final decision. **EXCEPTION 2:** In the case of a request for a new league which is in an area already claimed by a franchised league, but the existing league has made no effort to provide a program for the new group, the State Director with the approval of the District Director and the national board members within that state may allow the new league to be franchised. **NOTE 2:** This will only apply in cases where an existing league is obviously preventing a new league from entering Dixie Softball.

(G) – A franchised league shall be one which meets all qualifications of DS, and which is granted a certificate of franchise by the President of DS. The franchise fee shall be: $20.00 for each DIXIE SWEETEES, DARLINGS, ANGELS, PONYTAILS, BELLES, and DEBS team to be mailed to the national office. All leagues shall pay the same franchise fee amount; no exceptions shall be granted. **NOTE 1:** If different age divisions or styles of play are joined together in a league to have enough teams to play games, the national franchise fees will be charged according to how many teams there are for each combined age division. If a league combines two (2) or more age divisions or style of play to have enough teams to play a season they will need to spread the total number of teams amongst the age divisions combined to have tournament teams in each age division or style or play. **EXAMPLE 1:** If a league combines its DIXIE ANGELS teams and its DIXIE PONYTAILS teams together and the total number of teams amount to five (5) teams, then the league shall franchise five (5) teams in the DIXIE ANGELS and five (5) teams in the DIXIE PONYTAILS to ensure that all players are insured and eligible for tournament play. The players in these two (2) styles of play can play on either the DIXIE ANGELS or the DIXIE PONYTAILS tournament team according to their age. The fees for this example as written would be $100.00 for the DIXIE ANGELS and $100.00 for the DIXIE PONYTAILS. A total of $200.00 would be due in national fees. **NOTE 2:** If the league is only going to have a tournament team in the DIXIE PONYTAILS, the league must only franchise five (5) teams. However, for the league to have tournament teams in both the DIXIE ANGELS and the DIXIE PONYTAILS, the league MUST franchise five (5) teams in each division. In other words, five (5) DIXIE ANGELS teams and five (5) PONYTAILS teams. **NOTE 3:** When age divisions are combined during the season and the league intends to have a tournament team in both divisions, the following tournament team selection procedures will be in place: **EXAMPLE 2:** If Ponytails age players and Angels age players are combined, the Ponytails shall select its tournament team from only the girls ages 11 and 12 years of age and the Angels shall select its tournament team from the player who are 10 years of age or younger. After the Angels have selected its tournament team, then and only then can the Ponytails select a player of age 10 or younger that played on the combined teams. **THE PONYTAILS MUST FIRST SELECT FROM THE GIRLS 11 AND 12 YEARS OF AGE (REGARDLESS OF PLAYING ABILITY) BEFORE THEY CAN PICK PLAYERS WHO ARE 10 YEARS OF AGE OR YOUNGER. NOTE 4:** The way that a league fills out and checks off divisions on the franchise form will dictate whether a league combined age divisions or teams. For a league to place a team in a particular tournament, they must have made note that they franchised play for that tournament team on their franchise form.

(H) – State fees shall be $20.00 per age division (not team). Divisions are defined as: DIXIE SWEETEES (ages six (6) and younger), DARLINGS (ages eight (8) and younger), ANGELS (ages ten (10) and younger), PONYTAILS (ages twelve (12) and younger), BELLES (ages fifteen (15) and younger), and DEBS (ages nineteen (19) and younger). There may be from one (1) to seven (7) teams in a division but only a $20.00 fee per division is required regardless of how many teams there are in the division. **EXAMPLE 1:** If a league franchises five (5) age divisions, a total of $100.00 will be due for state fees. NOTE: If different age divisions are joined together in a league to have enough teams to play games, the state fees will be charged according to the number of divisions that a league franchises. **EXAMPLE 2:** If a league combines its DIXIE ANGELS and PONYTAILS players together and want to have a DIXIE ANGELS and a DIXIE PONYTAILS tournament team the state fees will be: $20.00 for the DIXIE ANGELS division and $20.00 for the DIXIE PONYTAILS division. A total of $40.00 would be due

in state fees. NOTE: ALL FRANCHING OF TEAMS MUST BE DONE ONLINE AT **dixiegirlsoftball.org. LEAGUES CAN MAKE THEIR FRANCHISE PAYMENT ONLINE OR THEY MAY SEND PAYMENT (PAYABLE TO DIXIE SOFTBALL) TO: DIXIE SOFTBALL, 1101 SKELTON DRIVE, BIRMINGHAM, AL 35224. APRIL 1 IS THE DATE DEADLINE TO FRANCHISE WITHOT PENALTY.**

(I) – Any legitimate request for national or state fee refund MUST be made by May 1 of the current year.

II – LEAGUE ORGANIZATION/INSURANCE

(A) – Each league or group of leagues shall adopt a set of rules and regulations for the operation of their league(s).

(B) – Dixie Softball recognizes that, in communities where there are two (2) or more leagues, it may be advisable to have one set of officers and the same rules and regulations. This is optional and shall be determined by the various leagues. The operation of more than one (1) league with the same officers shall be agreed upon by a majority vote of the community representatives of the various leagues.

(C) – DS recommends bonding of any league official(s) who have financial responsibility within the league.

(D) – All leagues should have adequate accidental and liability insurance in place before it starts its operations for the current season.

Operational control by Dixie Softball, Inc. for the Purpose of Liability

(1) As concerns all pre-season activities; regular season; intra-league tournaments; and all other league activities; DS shall have no operational control responsibility over the following: **(a):** Premises – including, but not limited to, playing fields, practice fields, player dugouts, spectator areas, concession areas, parking lots, adjoining areas, and player or spectator entertainment areas whether on site or off site. **(b):** Activities – including, but not limited to, pre-season and off-season meetings and preparation, tryouts, practices, games, intra-league tournaments, fund-raising activities, banquets, team or league outings and all other activities that are team or league approved and travel to and from the above. **(c):** Actions – including all actions (and including inactions) and decisions on a league or team level that are initiated by league or team officials, directors, administrators, or volunteers.

(2) As concerns all-star tournaments, including sub-district, district, area, regional, state and World Series, DS shall have no operational control or responsibility over the following: **(a):** Premises – including, but not limited to, practice areas, spectator areas, concession areas, player accommodations, and player or spectator entertainment areas whether on site or off site. **(b):** Activities – including, but not limited to, activities within housing, players or spectator entertainment on site or off site, outings, and travel to and from the above. **(c):** Actions – including all actions (including inactions) or decisions initiated by the tournament host or by team volunteers or employees.

(3) DS operational control is as follows: **(a):** DS has operational control and responsibility only to the extent of requiring that any violation of official rules and regulations be corrected in accordance with the official rules and regulations. **(b):** DS has joint operational control and responsibility with the tournament host over all game playing fields and dugout areas for all-star tournaments including sub-district, district, area, regional, state, and World Series.

(4) Since DS is primarily an "all-volunteer" organization with limited resources, it is not responsible for taking affirmative action to police all premises, activities, and actions for compliance with the official rules and regulations, except as outlined under (3-b) above. However, Dixie Softball will make best efforts to enforce all such official rules and regulations once a violation has been brought to its attention.

(5) All DS officials are required to take and receive a certificate of the "HEADS UP" Concussion Training provided by the Centers for Disease Control (CDC). It is **highly recommended** that all umpires and coaches do the same.

III – TEAMS

(A) – Each team shall consist of a maximum of fifteen (15) uniformed players whose names shall be registered with the League President not later than five (5) days prior to the first regularly scheduled game of the league season. Team membership shall be within the sole discretion of each league, provided such membership shall not conflict with the Constitution, Rules and By-Laws of Dixie Softball, Inc.

(B) – A team roster shall be composed of only players who are of the correct division age. NOTE: The Age Determination Date for a Dixie Softball player is January 1. Note: The actual age of a child on December 31 of the previous year shall determine the age eligibility of a player. **EXAMPLE A:** A player who is ten (10) years of age on December 31 of the previous year, shall have a division age of ten (10). **EXAMPLE B:** A player who is eleven (11) years of age on or after January 1 of the current year, shall have a division age of ten (10).

(C) – A player's name shall NOT appear on more than one (1) season team roster and/or division season team roster in Dixie Softball play. **EXCEPTION:** Any league that must combine two (2) or more age divisions to have enough teams to play a schedule may list players of different age divisions on a single Season Team Roster. **EXAMPLE A:** If a league must combine its DIXIE ANGELS and PONYTAILS age players together to form a team(s), all players shall be listed on the Season Team Roster for the team on which they play. The Season Team Roster would be made up of players from both age divisions. For tournament affidavits, a roster combined of DIXIE ANGELS and PONYTAILS players would allow those players of DIXIE ANGELS age to be eligible for DIXIE ANGELS tournament play and those players of DIXIE PONYTAILS age to be eligible for DIXIE PONYTAILS tournament play. If, after selecting a DIXIE PONYTAILS tournament team, there are not enough players of DIXIE PONYTAILS age to fill a Tournament Affidavit (twelve [12] players) a league that combined divisions to form a team(s), may select players from the DIXIE ANGELS age division to play on the DIXIE PONYTAILS tournament team if those DIXIE ANGELS players selected are not listed on another DS Tournament Affidavit and all DIXIE PONYTAILS age players have been exhausted. For procedure on how tournament teams are selected from leagues that must combine age divisions to have teams or that can field teams without combining age divisions, **refer Article VI, Section (C)**. **EXAMPLE B:** If a league combines different age divisions and assures that every player on the combined teams is fully insured and eligible for all DS activities, including tournaments, the franchise fee will be figured as follows: DIXIE PONYTAILS and ANGELS are combined

creating a total of five (5) teams made up of players from ANGELS and PONYTAILS. The league would pay for five (5) DIXIE PONYTAILS teams and for five (5) DIXIE ANGELS teams at $20.00 per team making a total of $200.00 due in national fees. There is also a state fee due of $30.00 per age division (not team) of a league's franchise. In this example, the league would owe $60.00 in state fees making the grand total of franchise fees (national and state) due, $260.00. **NOTE: LEAGUES MUST REGISTER ALL THEIR PLAYERS AND COACHES ONLINE AT dixiegirlsoftball.org.**

(D) —Local league officials shall adopt their own rules regarding the replacement of players on team rosters.

NOTE 1: League officials shall not allow managers to drop players from their rosters without cause regardless of the playing ability of the player. Reasons for replacement of players shall include moving out of a community, sickness or injury, disciplinary measures, failure of the player to attend practice or games and safety precautions. The reason for replacement of players shall be included in a written statement by the team manager filed with league officials. **NOTE 2:** Any league franchising an age division but who excludes a particular age group and/or girls with lesser playing ability from within the preferred ages of that division from their current DS Season Team Roster **SHALL NOT** be allowed to franchise that division until all the girls of the preferred ages of that division who registered with the league during the current year are placed on a sanctioned Dixie Softball team.

IV – PLAYER AGE LIMIT AND BIRTH CERTIFICATE

(A) – Age Limits:

DIXIE SWEETEES – Anyone whose sixth (6^{TH}) birthday falls on December 31 of the previous year shall be eligible to compete in and complete the current **DIXIE SWEETEES** and **SWEETEES *X-play*** season***.***

DIXIE DARLINGS - Anyone whose eighth (8^{th}) birthday falls on December 31 of the previous year shall be eligible to compete in and complete the current **DIXIE DARLINGS** season***.***

DIXIE ANGELS – Anyone whose tenth (10^{th}) birthday falls on December 31 of the previous year shall be eligible to compete in and complete the current **DIXIE ANGELS** and **ANGELS *X-play*** season*.*.

DIXIE PONYTAILS – Anyone whose twelfth (12^{th}) birthday falls on December 31 of the previous year shall be eligible to compete in and complete the current **DIXIE PONYTAILS** and **PONYTAILS *X-play*** season***.***

DIXIE BELLES – Anyone whose fifteenth (15^{th}) birthday falls on December 31 of the previous year shall be eligible to compete in and complete the current **DIXIE BELLES** season***.***

DIXIE DEBS – Anyone whose nineteenth (19^{TH}) birthday falls on December 31 of the previous year shall be eligible to compete in and complete the current **DIXIE DEBS** season***.***

(B) – Dates of birth of players shall be certified by birth or baptismal certificate, valid driver's license, passports or other legally accepted proof of age to a designated league official prior to the league's first regularly scheduled game. All birth and baptismal records shall be signed. A photo static copy shall be acceptable if signed by proper authorities as a true copy of the birth record. All players shall provide their league officials with proof of age. Such proof of age shall be the same as described above. **NOTE:** The sex of a player SHALL be determined only by the biological sex of the player listed on her original legal birth certification at the time of her birth.

V— BOUNDARIES

(A) – League boundary maps showing total population figures shall be on file with the State Director, and District Director prior to the playing of the first game on the schedule. An up-dated copy of this map with new population figures is to be provided to each of these officials with franchise renewal forms each tenth (10th) year or at any time the boundaries may be changed. Boundaries for any new league or alterations to existing boundaries must be approved by the District Director and the State Director.

(B) – Each league shall determine the actual boundary from which it will select its players. This boundary shall be marked on a map showing the total population within the boundary and up-to-date copies of this map shall be on file with the district and state directors. New leagues establishing boundaries and old leagues altering their boundaries shall have the approval of their District Director and State Director prior to such establishing of a new league's boundary or a change in the old league's boundary. Any eligible registered player may play local league play and be eligible for tournament play in the boundary where she resides.

NOTE 1: All players MUST play within their assigned boundaries unless they are allowed to go to another league by the rules and regulations of DS.

NOTE 2: The DS rule book gives reasons where a player can play outside her normal playing boundary.

(C) – When two (2) or more leagues operate within the same defined boundary and HAVE A COMMON SET OF LEAGUE OFFICERS AND FOLLOW THE SUPERVISION OF ONE (1) PLAYER AGENT IN PLAYER SELECTION, the following shall determine the placement of players: **(1) – (LOCAL LEAGUE OPTION)** When a player goes into another age division she will be put into an open draft and will remain in the league she is drafted in for the remainder of her eligibility in that particular age division. **(2)** – All new players will be placed in a pool and ALL managers (all leagues) MUST have equal opportunity in the selection of these players.

(D) – The Board of Directors of DS gives to each league and to players accepted by the league the right to continue as a player anyone whose residence changes after she becomes a member of the league and/or who lives outside of the league's boundaries because of a revision of such boundaries, even though she may now reside within the territory of another league.

(E) – Players who are members of a league shall remain the property of the league unless otherwise provided for in these rules or unless their permanent address moves them to a location where they can no longer play in the former league. In this case, they shall be
allowed to register in the nearest league where they are eligible.

(F) – Any league that accepts a player who resides within the boundary of another league, **shall immediately return** the player to the league in whose boundary she resides upon the discovery of the error in registration.

NOTE 1: Any league that has a player(s) who are illegally playing in their league must make it known as soon as they notice the violation and remove the illegal player(s) from the league. Anyone residing outside the boundary of a franchised league of Dixie Softball will not be allowed to participate in Dixie Softball. **EXCEPTION A:** If a league chooses not to play Dixie Softball after having played Dixie Softball the previous year, the player(s) from the league that chooses not to play in Dixie Softball are eligible to

go to the nearest Dixie Softball league and play with complete eligibility. If a player physically moves within the boundary of another league, that player has a one-year option to remain with the league from whose boundary she moved from or play in the league whose boundary she moved into. Once the player decides which league she wants to play in, that player has to remain with the chosen league for the remainder of her Dixie Softball eligibility unless otherwise allowed to play with another league by Dixie Softball rules and/or policies. DS wants as many girls playing Dixie Softball as possible but will not allow a child from an area that does not offer Dixie Softball to participate in its program. This protects the integrity of a league's boundary. By allowing leagues to go outside their boundary into areas not offering Dixie Softball would allow a league to go beyond the population restrictions that govern DS play. Players who are from an area that does not offer Dixie Softball **MUST** be removed from the league. **EXCEPTION B:** A student attending college, at a location other than where she normally resides, within the boundary area of a franchised league must be a resident of that area before they can participate in Dixie Softball. The residence of a student will be determined by the location of where she is a registered voter and/or the resident address that appears on her driver's license. **EXAMPLE:** If a girl from Chester County, Tennessee, and a girl from Spring Hill, Florida, attend college in Auburn, Alabama, they cannot play Dixie Softball for the Auburn league unless they move the location of where they are registered to vote to their address in Auburn. **EXCEPTIONS: Rule V (B, C,** and **D)** and rule **VI** (**C** and **D**). The penalty for violation of this rule shall be loss of tournament rights. **NOTE 2: The DS National Board of Directors has directed the state directors to rigidly enforce the rules regarding boundaries, population, numbers of teams per league, etc.**

(G) – Boundary population shall be determined by the latest census and not by statistics.

VI – SELECTION OF PLAYERS

(A) – Each league shall determine its own method for the selection of players for team roster. However, any system used should be under the direction of a player agent, who shall see that **ALL** teams have equal opportunity in the selection of **ALL** players. Dixie Softball recommends that much care be taken in the selection of the individual to fill the position of player agent. Leagues should also be encouraged to charge an assigned draft pick when the children of managers are allowed to play for the parent. Assistant coaches with children should not be assigned until after the player assignments are made. If a parent wants to serve as an assistant coach for the team on which his/her child plays, he/she should follow the child, not the child following the parent's assignment. This is to prevent the recruiting of assistants for the purpose of getting a specific player. **NOTE:** The President of DS shall furnish suggested player selection systems upon request by the league's president.

(B) - Any player has a choice to play local league and be eligible for tournament play for a league in either the boundary where she resides or the boundary of the league where she attends public or private school (excluding home schools) as of January 1st of the current school year. The player cannot go back and forth between the league of residence and the league where they attend school. A player that registers and is accepted by the league where she attends school MUST remain in that league. **EXCEPTION:** A player that opts to play in the league where she attends school is eligible to use the school option again if they move their physical address into another Dixie Softball league's boundary.

(C) - The members of the state Dixie Softball board of directors has exclusive authority to determine the proper boundary for eligibility purposes for any player whose parents claim to own or rent dual residences located in more than one (1) league boundary for their particular state.

(D) – Those who do not register in time to participate in the player selection system shall be ineligible, with these exceptions: (1) any who were sick, (2) injured, or (3) any who became new permanent residents of the community after the selection. Those who were sick or injured shall have their disabilities confirmed by a physician's notarized affidavit. A new resident arriving after the selection may be assigned to a team provided all managers of teams participating in the player pool and the league president approve the assignment in writing. **NOTE:** Players who reside in states where they are prohibited from both registering and playing with their local Dixie Softball league until after their school playing eligibility is completed for the current year are not subject to the player selection section of this rule. NOTE: Local leagues may allow a player to register late if the league feels that extenuating circumstances prohibited the player from registering on time.

(E) – **Managers shall not drop a player from their rosters to sign a new player.** The penalty for violation of this rule shall be loss of tournament eligibility for the player and the manager.

(F) – **DS DOES NOT ALLOW PLAYER RELEASES**. Players shall be allowed to move from one league to another only through the rules printed in this rule guide.

(G) – Managers or coaches of teams who live outside the territorial boundary of the league shall be permitted to play their child in the league in which they manage upon the written approval of the State Director and provided they were managers or coaches in the same league the previous three (3) years unless otherwise authorized by DS rules. Children of league officials, scorekeepers or similar league personnel shall not be included to satisfy this rule.

(H) – Anyone who registers with a league during posted registration dates and is not accepted or who is not assigned to a team after being registered shall have the right of applying with the nearest Dixie Softball league where she would be eligible to play. Those affected under this rule will be required to secure a written explanation from the league which they first approached, and they will be obligated to play with the league that accepts them for the remainder of that season and will be eligible for tournament play. The following season only, such a player has the option of remaining with the league that she played in the previous season or return to the league within whose boundary she presently resides.

NOTE 1: Players cannot change leagues just because their home league does not offer the "style of play" the player prefers.

NOTE 2: Any league deliberately not assigning anyone to a team for that person to be able to go to another league, stands the risk of having their franchise revoked and any league that is a WILLING partner to such, also stands the risk of losing their franchise.

NOTE 3: Players not assigned to a team because they missed the sign-up date shall be allowed to go to the nearest Dixie Softball league but will not be allowed to be selected for a tournament team. For a player to by-pass the nearest league, she must have the approval of the district directors involved and the State Director.

VII – PLAYER, MANAGER AND COACH REGISTRATION

(A) – All leagues participating in tournament play shall file a roster of players and managers and coaches of each team in the league with the State and District Director according to dates that appear under the **DATES TO REMEMBER** section of this Rule Guide. The registration on the official registration form shall include one of the player's given names and the player's last name, her date of birth and her residence in detail. NOTE: Parents should be asked which given name is to be used. A maximum of four (4), a manager and three (3) coaches may be registered on each DIXIE SWEETEES and DIXIE DARLINGS team. A maximum of three (3), a manager and two (2) coaches, may be registered on each DIXIE ANGELS, PONYTAILS, BELLES, and DEBS team. Only those managers/coaches, so registered, shall be eligible to coach a tournament team. The penalty for the violation of this rule is the loss of tournament eligibility for any player and/or manager, or coach not registered. **NOTE:** Should there be changes to these rosters, the District and State Directors must be notified, in writing, of the change.

NOTE: THERE IS NO AGE LIMIT ON MANAGERS AND COACHES. A league may set an age limit for managers and coaches if they choose to do so.

VIII – SCHEDULE

(A) – All teams shall play a schedule of not fewer than fifteen (15) games in the DIXIE SWEETEES, DARLINGS, ANGELS and PONYTAILS divisions and not fewer than twelve (12) games in the DIXIE BELLES and DEBS division, exclusive of championship game(s).

NOTE 1: GAMES PLAYED AGAINST DS TEAMS SHALL COUNT AS OFFICIAL GAMES. State directors, with the written or electronically transmitted approval of the National President, may allow a league to count games played against another softball association as official Dixie Softball games under extenuating circumstances.

NOTE 2: Leagues shall first try and schedule games with DS leagues before they schedule games with other softball associations. Leagues shall NOT be allowed to count games played against other softball associations as official games if they bypass an existing DS league that is willing to play an interlocking schedule.

NOTE3: Any league that plans on counting games played against other softball organizations as official games MUST first get permission from both their District and State Director for the games to be DS official games.

(B) – Two (2) or more leagues shall be permitted to play an interlocking schedule of games, but all such games shall count in the won and lost column of each league.

(C) – Games may be scheduled at night.

(D) – Exhibition games shall be permitted but all pitching rules shall be followed. Permission for exhibition games must be secured from the league president or his/her delegated authority.

(E) – It is recommended that each team play a schedule of two (2) games per week.

(F) – It is recommended that each local league play a split season whenever possible with the winner of the first half to play the winner of the second half for the league championship.

(G) – A franchised league may begin official league play at a date of their own choosing. However, they must comply with the April 1st annual billing requirements. If the league in question is in violation and thus put into the "penalty category", the previous games played will not be honored in their minimum requirements.

IX – FORFEITURE

(A) – A team failing to field: DIXIE SWEETEES, DARLINGS and ANGELS at least ten (10) players, and DIXIE PONYTAILS, BELLES, and DEBS at least nine (9) players, within fifteen (15) minutes after the scheduled game time shall forfeit the game. **NOTE:** Teams will not be allowed to borrow players from another team to field the proper number of players.

(B) – Playing ineligible players may result in forfeiture of games in which players participated illegally if protested by any of the league managers. **NOTE:** Read Rule 4:00. **EXCEPTION:** A league may choose to play games without the proper number of players and may borrow players of equal or less age, without penalty, if the borrowed player is a registered player from the same league. Players shall not be allowed to pitch for any team using them as a borrowed player. If a league chooses to accept this EXCEPTION, the acceptance must appear in the league's By-Laws.

X – TEAM SPONSORS

(A) – Dixie Softball teams shall be sponsored only by organizations whose activities or products are not detrimental to the welfare of youth.

(B) – No firm or company whose advertising reflects the sale or use of alcoholic, illegal drugs, beverages or tobacco products or promotes gambling of any sort shall be permitted as a sponsor of the Dixie Softball program, either locally or nationally, and shall not be permitted to display any form of such advertising in connection with the program.

XI – ADMISSION TO GAMES

(A) – Dixie Softball recommends that no admission be charged at local league games, but that a freewill collection be taken up at each game.

(B) – Dixie Softball recommends that admission be charged in all tournaments and championship series to help defray the expenses of the winning team in reaching the next level of tournament competition.

(C) – Admission shall be charged at the DIXIE DARLINGS, ANGELS, PONYTAILS, BELLES, and DEBS World Series. Proceeds shall be used to defray expenses of the tournament.

XII — CONDUCT AND SPORTSMANSHIP

(A) – Members of a team shall not ride, kid, heckle, poke fun at or in any other manner do anything that in the opinion of the umpire distracts the opposing team. EXAMPLE: Players from the opposing team cannot yell "swing" at the batter, or "the pitcher can't pitch", or

"the batter can't hit", posting intimidating signs, i.e., K's, etc.

(B) – The umpire shall be empowered to call a base runner out or safe for an act either by her or by a fielder that, in the opinion of the umpire, is not sportsmanlike conduct.

(C) – The use of any tobacco (including electronic smoking devices), alcoholic beverage, firearm, or illegal drug within the confines of the playing field, dugout or bench by any manager, coach, player, umpire, or league official is prohibited. **NOTE:** The only firearms allowed within the confines of the playing field, dugout or bench will be those worn by law enforcement officers who are called to the playing area to handle situations that may occur from time to time. **PENALTY (A) – (C):** After one (1) warning the umpire will remove the offender from the field and dugout for the rest of the game that the offense occurred in. In the case the offender is an umpire, a coach may refuse to play until said umpire abides by the rule.

(D) – Profanity or throwing of equipment (i.e., bats, unsafe throwing of balls, helmets, gloves, etc.), will result in automatic ejection. **NOTE:** Anyone who is asked to leave the playing area (dugout, bleachers, park facilities) by an umpire, league official or Dixie Softball official and who refuses may be subject to local police jurisdiction.

(E) – Manager and coaches removed from a game for unsportsmanlike conduct MUST leave the playing facility and cannot, in any manner, help coach their team from outside the playing field. Any manager or coach removed from a game WILL NOT be allowed to participate in their team's next game. DS does not condone nor allow unsportsmanlike conduct from anyone attending a DS function. Managers and coaches are reminded that they can be held responsible for the behaviors of their team's fans.

(F) – The selling or promotion of any item that makes derogatory remarks about another softball association and/or division and/or style of play within DS, will not be permitted at any DS district, state or national functions. It is recommended that local programs also refrain from this practice.

XIII – CHILD ABUSE / MOLESTATION RISK MANAGEMENT PROGRAM

For information concerning Dixie Softball, Inc.'s policy on its Child Abuse/Molestation Risk Management program go to the website**: www.dixiegirlsoftball.org. Dixie Softball abides by the Safe Sports Act law passed by the federal government. Leagues should run background checks on personnel where needed. Dixie Softball recommends BG CHECK HOLDco LLC of Knoxville, Tennessee.**

XIV – CONCUSSION TRAINING

All DS officials are required to take and receive a certificate for "HEADS UP" concussion training that is provided by the Centers for Disease Control (CDC) and STRONGLY RECOMMEND that all DS coaches and umpires take and receive the same certificate for "HEADS UP" concussion training as well.

TOURNAMENT PREPARATION CHECK LIST

As your league moves into the tournament season, the league officials should be certain that they comply with all the necessary requirements established to properly control the tournament play. At tournament time the officials of Dixie Softball are anxious to see that all teams that take part do so under a standard set of rules and regulations. For this reason, we point out a few of the more important items that need to be considered as a league prepares itself for the tournament season.

NOTE: STATES WILL HAVE THE OPTION OF OFFERING A FALL BALL SEASON. Only leagues that franchised with Dixie Softball during the current year will be eligible to participate in the Fall Ball program. Fall Ball rules will be under the supervision of the state director. If desired, a state can offer a Fall Ball state tournament.

SUB-DISTRICT, DISTRICT OR STATE TOURNAMENTS

1. The tournament Team Eligibility Affidavit form MUST be filled out completely. One of the player's given names and the last names of all players must appear EXACTLY AS THEY ARE SHOWN ON THE CHILD'S BIRTH RECORD. Nicknames are not to be shown nor are initials unless this is the way the name appears on the legal birth document. NOTE: The choice of given name to be used should be selected by a parent or guardian. **NOTE: LEAGUES SHOULD PRINT OUT FOUR (4) COPIES OF OF THE TOURNAMENT AFFIDAVIT (COPIES SHOULD BE GIVEN TO DISTRICT DIRECTOR, STATE DIRECTOR, PROPER NATIONAL COMMISSIONER, AND ONE COPY RETAINED BY THE TEAM.**

2. Fill in all players and managers/coaches addresses in full and give managers/coaches telephone numbers. Addresses should be given so anyone can send information by mail or text, and it be received.

3. Do not list more than: DIXIE SWEETEES, **four (4);** DIXIE DARLINGS, **four (4);** and DIXIE ANGELS, PONYTAILS, BELLES, and DEBS, **three (3)** managers/coaches.

4. Do not list any ALTERNATE PLAYERS. In fact, alternate players should not be selected at all.

5. A good clear photograph (suitable for printing and preferably in color) is to be given or E-mailed to the District or State Director when Tournament Eligibility Affidavits are checked. Photographs shall consist of only the eligible players and coaches. All players appearing in the photo MUST be photographed in full regular season team uniform or tournament uniform. All efforts are to be made to have all players and coaches appearing in the photo but, if a player or coach is not in the original photo, inset photos will be allowed. **Any photograph containing more than the number of eligible players and coaches will be returned and the team that has a photograph returned will have to have a correct photograph taken before they are eligible to participate in tournament play.** NOTE: Any apparel that denotes another softball program shall not appear in the photograph.

6. Dixie Softball emblems (patches) are to be on each participant's uniform (players and coaches) at all levels of tournament play. Patches may be acquired by sending $2.00 for each patch desired. If ordering patches through regular mail, a $7.00 postage fee MUST accompany the order. If the order is being placed online (www.dixiegirlsoftball.org) with other items from

the Dixie Softball Supply Center (1101 Skelton Drive, Birmingham, AL 35224 or call 205-613-3145 or 205-368-0880) there will be a $7.00 postage charge. American Express, Discover, MasterCard and Visa are accepted. The patch is to be placed either on the left sleeve of the jersey or on the left breast area. NOTE: Only the emblems (patches) provided by Dixie Softball are allowed. Sublimations or any other ways of printing a copy of the Dixie Softball emblem (patch) is NOT allowed.

7. All uniforms must bear numbers and the state represented by the team shall be the dominate designation on the uniform. **EXCEPTION:** Host team may have their league name as the dominate designation on their uniform but something denoting the teams state must appear on the uniform.

8. Copy of a valid, in-force accident insurance policy on players and managers/coaches.

9. Parental release for medical treatment.

10. Proper playing equipment (approved balls, bats, helmets, etc.).

WORLD SERIES

1. All the above.

2. One (1), unless Host requests two (2) or more, state flag.

2024 TOURNAMENT RULES

(TOURNAMENT PLAY ONLY)

TOURNAMENT PARTICIPATION REQUIREMENTS

NOTE: REGULAR SEASON PLAYING RULES SHALL APPLY UNLESS OTHERWISE CHANGED BY THE FOLLOWING RULES:

DIXIE SOFTBALL is designed primarily as a seasonal softball program to allow maximum participation by as many girls as possible during the softball season. This means a full schedule of league play which requires all players on a team to participate. The tournament opportunity is secondary and must not be over emphasized. The leagues that allow their season to be neglected in order to concentrate on tournaments are not in accord with Dixie Softball policy.

(1) One (1) team (for each division), either the league champion or a selected "All Star" group, may represent each league in sanctioned Dixie Softball tournament competition starting on the Sub-District or District level. Each league is entitled to enter and no playoff or fee to enter will be required. **NOTE:** When a team enters district play, they are to be recognized by their league name. When a team enters state tournament play, the team's district number should be recognized along with the league name (Host excluded). When a team enters World Series play, they are to be recognized by their state name (Host excluded). Nicknames for teams are not to be used or announced in any tournament.

(2) Leagues can host and play in non-sanctioned tournaments as long as they do not interfere with sanctioned DS tournaments. **DS, its officers and directors do not assume any liability for non-sanctioned tournaments.**

(3) Hosts of Dixie Softball tournaments should make every effort to publicize and promote the Dixie Softball tournament(s) they are hosting and should make sure that the Dixie Softball participants are the priority of any tournament they are hosting.

(4) After a league has finished its full season's schedule of games and tournament play for the current season, that league and players have officially concluded their playing activities with Dixie Softball for the current season and are not considered active with Dixie Softball until the next year that the league franchises with Dixie Softball.

(5) NO DIXIE SWEETEES, DARLINGS, ANGELS, PONYTAILS, BELLES, or DEBS tournament may start before the date set annually by the National President of Dixie Softball Inc. which appears in this rule guide under "DATES TO REMEMBER". This rule is to ensure that no Dixie Softball tournament shall start before any other Dixie Softball tournament. **NOTE:** The penalty for violation of this rule shall be disqualification from tournament play of that division of the violating league for the current season.

(6) Appeals are only accepted through Dixie Softball channels for the two sanctioned tournaments mentioned in (1) above. Appeals in non-sanctioned tournaments must be handled through the organization sponsoring the tournament. All rules for local league play shall be in effect in tournament play unless otherwise stated below. **NOTE:** DS gives each state the right to require that teams participate in all functions of a sub-district, district, or state tournament, or be removed from the tournament. District and state directors may make exceptions for their respective tournaments.

I – TOURNAMENT PLAY

(A) – All tournament brackets shall be approved by the National President. The World Series shall be made up of no more than twelve (12) teams. District or state tournaments that exceeds more than ten (10) teams must receive permission in writing from the proper National Commissioner with approval by the National President. **NOTE:** Any ruling that concerns the changing of a tournament bracket must be first approved by the National President. This does not involve the redrawing of a bracket but an actual change to the bracket.

(B) – All DS tournaments and World Series shall be played using the double-elimination (two (2) losses in each tournament played) DS tournament brackets**.**

NOTE 1: All tournaments MUST be played to completion with only one (1) team advancing to the next level of tournament play.

NOTE 2: States, with written permission from the National President, may allow runners-up to advance in tournament play no higher that state tournament level. NOTE: If runners-up are allowed to advance to the next level of tournament play, all games will be played to completion and a champion and runner-up will be decided. If there are two (2) runners-up teams in a tournament, the last runner-up team eliminated will be the runner-up team to advance to the next level of tournament play.

NOTE 3: States may allow sub-district and district tournaments to use the round-robin bracket. The best team from each tournament

shall be allowed to advance to the next round of tournament play. If the team cannot be determined using records, a tiebreaker system has been established. The tiebreaker system rewards defensive play and is as follows:

1. If there is a tie between two (2) teams with identical records, the tiebreaker is the score of the game played between the two (2) teams **(result of head-to-head play).**

2. If three (3) or more teams are tied and one (1) team has defeated all the other teams tied through head-to-head play, that team will advance to the next level of tournament play.

3. If there are three (3) or more teams tied, and no clear winner can be determined on head-to-head play, the total number of defensive runs given up, divided by the number of innings played on defense, is computed for each team involved in the tie. The one (1) team with the lowest "run differential" advances to the next level of tournament play.

4. If three (3) or more teams still are tied, the number of defensive runs given up, divided by defensive innings played, will be re-computed using just the teams involved in the tie. However, if a two-way tie exists after advancing a team, refer to #1 above**. NOTE:** If a team only plays part of a half-inning on defense before the game is ended, that partial inning will count as a full half-inning for the purpose of computing run differential.

(C) – A league shall not enter an age division team into DS tournament play that cannot fulfill its obligation to the full spectrum of DS tournament play.

NOTE 1: Any age division from a league NOT fulfilling its complete DS tournament schedule that they are eligible for shall cause their league (all divisions) to be **ineligible** for DS tournament play the following season.

NOTE 2: If a winning team from a tournament drops out of further play, the runner-up team that played in the final game of the tournament shall advance to the next tournament level. If the runner-up team that played in the final game chooses not to advance to the next level of tournament play, the next team eliminated by the highest bracket game number shall advance to the next level of tournament play and so on.

NOTE 3: If a player(s) drops off her tournament team or misses any portion of her tournament team's games or events to participate in another softball association's tournament or event, that player(s) shall not be allowed to return to and play in the current year's DS tournament play and she will be ineligible to participate in any Dixie Softball tournament the following year.

(D) – Leagues forfeiting games in tournament competition shall not be granted tournament privileges the following year in the age division that the forfeit occurred. Dixie Softball encourages that a league, instead of forfeiting a game be giving the opportunity
to concede the game.

(E) – The DIXIE SWEETEES, DARLINGS, ANGELS, PONYTAILS, BELLES, and DEBS World Series shall be limited to no more than twelve (12) teams each, one of which shall be the host team. The remaining teams shall be winners of competitive play determined by the National Commissioner and approved by the National President.

(F) – Each community or league sponsoring a state tournament or DIXIE SWEETEES, DARLINGS, ANGELS, PONYTAILS, BELLES, and DEBS World Series shall be granted a host team. A host city having two (2) or more leagues shall be entitled to hold a playoff to determine the host team and the other league(s) shall be entitled to enter district tournament play. **NOTE:** A host team shall be allowed only in the event there is a tournament, not a series between two (2) teams.

(G) – All tournament hosts shall be decided on a bid basis, with all leagues being notified in advance with full information as to the requirements. **NOTE: ALL DISTRICT AND STATE TOURNAMENT SITES SHALL BE DECIDED BY A VOTE OF THE LEAGUES THAT FRANCHISED WITH DIXIE SOFTBALL IN THEIR STATE THE PREVIOUS SEASON AND ARE PRESENT AT THE ANNUAL DISTRICT OR STATE MEETING. LEAGUES DO NOT HAVE TO RECEIVE A MAJORITY OF THE VOTES, JUST THE MOST VOTES (PLURALITY) CAST. IF THERE IS A TIE VOTE, THERE WILL BE A RUNOFF VOTE TAKEN. EXAMPLE:** If three (3) leagues are bidding for a specific age division state tournament and the vote count is: League A – twenty-five (25) votes, League B – twenty-two (22) votes and League C – seventeen (17) votes. League A is the winner because they received the most votes cast even though they did not receive a majority of votes cast.

(H) – All tournaments qualifying a team for the DIXIE SWEETEES, DARLINGS, ANGELS, PONYTAILS, BELLES, and DEBS World Series shall be scheduled to be completed seven (7) days before a particular World Series play begins or date set by the National President, whichever comes first. **NOTE:** DS PREFERS AN EARLIER COMPLETION DATE. The penalty for violation of this rule is disqualification of the winning team from the DIXIE SWEETEES, DARLINGS, ANGELS, PONYTAILS, BELLES, and DEBS World Series.

(I) – Host teams shall not participate in any DS tournament in any level of tournament play below that in which they act as host. As a matter of interpretation, however, a host is not a host until selected (See above Rule I, Section (E), of "2021 Tournament Rules"). The penalty for violation of this rule is loss of eligibility for tournament play.

II – FINANCIAL RESPONSIBILITY

(A) – All teams hosting tournament or World Series play must be financially able to defray all expenses of the tournament. Dixie Softball recommends, however, that all communities sponsoring tournaments make every effort to promote the event to contribute to the winning team to assist that team with its expenses to the next tournament level. **NOTE: Teams entering any DS tournament SHALL NOT be charged a fee of any kind to enter and play in the tournament.**

(B) – All World Series teams will be responsible for their own meals and lodging. World Series Hosts shall furnish all teams with a listing of restaurants and motels in the area.

(C) – The State Director or his/her appointed representatives shall be the state tournament directors and the host city shall furnish adequate housing for the director and defray any of their incidental expenses such as mileage expenses not to exceed $150.00 per day

(To satisfy this rule only one (1) representative from the state level shall be at any state division tournament). **NOTE:** Expenses shall not include loss of pay from employment. In other words, if a state director has the state tournament in his/her hometown and does not move to a motel or incur other large expenses, he/she should not be entitled to $150.00 per day. He/She should be reimbursed for meals, local transportation and any other actual expenses incurred.

(D) – The National Commissioner shall be the DIXIE SWEETEES, DARLINGS, ANGELS, PONYTAILS, BELLES, or DEBS World Series director and will be assisted by another DS member selected annually by the National President. The Host shall defray the lodging, meals, and travel expenses of these two (2) representatives to and from as well as during the World Series. The Host shall be responsible for the travel and meal expenses of the two (2) representatives, not to exceed $100.00 each per day while they are at the World Series. **NOTE:** The expenses shall not include loss of pay from employment.

(E) – The DIXIE SWEETEES, DARLINGS, ANGELS, PONYTAILS, BELLES, and DEBS World Series Host shall present to the DIXIE SWEETEES, DARLINGS, ANGELS, PONYTAILS, BELLES, and DEBS World Series championship team a banner with the Dixie Softball insignia, the division's name, the year, and the host league's name. (The National President shall acquire this banner at the expense of the Host).

(F) – Team and individual awards shall be presented to the championship and runner-up teams by the Host at DIXIE SWEETEES, DARLINGS, ANGELS, PONYTAILS, BELLES, and DEBS World Series. Team and individual awards shall be presented to the sportsmanship team**. NOTE:** Dixie Softball, Inc. shall furnish participation awards to all players and coaches of the DIXIE SWEETEES, DARLINGS, ANGELS, PONYTAILS, BELLES, and DEBS World Series at the expense of the Host.

(G) – Team and individual awards are recommended for sub-district and district tournaments. **NOTE:** At no time shall individual awards such as MVP for a game or tournament, tournament team, etc., be awarded.

(**H)** — The Host shall file a financial statement of the DIXIE SWEETEES, DARLINGS, ANGELS, PONYTAILS, BELLES, and DEBS World Series with the National President following the completion of the event.

III – ELIGIBILITY

(A) – Each league shall be entitled to enter each of its local division champions, or one (1) team chosen from the entire league, for each division, as its tournament teams. **NOTE: Players and coaches may participate only on tournament team of the division where their name appears on a Regular Season Team Player roster. No player may participate on more than one (1) tournament team.**

(B) – Only players who have played in a minimum of nine (9) of their local league games shall be eligible for tournament competition, with the exception that the state director shall be empowered to rule a player eligible, for good reason, even though the player has not played in the nine (9) games. Dixie Softball urges state directors to grant this exception only for good and substantial reason, such as injury or sickness of the player substantiated by physician's notarized statement, weather conditions causing postponement of games, and instances in which leagues were late in starting their seasons and therefore unable to complete a majority of their games prior to the start of tournament play. There may be other reasons for granting an exception, and the state director should exercise discretion.
NOTE 1: Only players who were registered on a team in a particular age division and played at least nine (9) games in that age division are eligible to play on that division's tournament team.
NOTE 2: A LEAGUE CANNOT SET ANY ELIGIBILITY RULE OR REGULATION FOR SELECTION TO A DIXIE SOFTBALL ALL-STAR / TOURNAMENT TEAM OTHER THAN THOSE FOUND IN THE CURRENT DS RULE GUIDE. EXAMPLE: A LEAGUE OR DS OFFICIAL CANNOT REQUIRE A PLAYER TO PARTICIPATE IN A NON-SANCTIONED TOURNAMENT IN ORDER FOR THE PLAYER TO BE ELIGIBLE TO PARTICIPATE IN A DIXIE SOFTBALL SANCTIONED TOURNAMENT. PENALTY: ANY LEAGUE DOING SO WILL HAVE THEIR FRANCHISE REVOKED AND THEY WILL NOT BE ALLOWED TO PARTICIPATE IN A DIXIE SOFTBALL TOURNAMENT UNTIL THE ILLEGAL ELIGIBILITY REQUIREMENT IS REMOVED. DS OFFICIALS GUILTY OF DOING SUCH SHALL BE REMOVED FROM OFFICE.

(C) – Tournament Team Affidavits (all age divisions) MUST consist of twelve (12) players and three (3) manager/coaches.

NOTE 1: If an age division tournament team cannot come up with twelve (12) players who are of the proper age of that division then that division may select player(s) from the next younger division. However, the older age division cannot select player(s) from the younger age division until both divisions have selected their tournament team.

NOTE 2: Leagues cannot hold back certain players from being selected to the younger tournament team for them to be placed on the older tournament team. Leagues doing such will be subject to penalties of not being allowed to participate in the current season's tournaments or future tournament play.

NOTE 3: In the DIXIE SWEETEES and DARLINGS divisions a manager and three (3) coaches will be allowed. However, one of these coaches must remain in the dugout.

NOTE 4: Teams that cannot field twelve (12) players due to extenuating circumstances MUST receive written or electronically transmitted permission from their League President, District and State Directors and the National President, before a Tournament Team Affidavit will be accepted with less than twelve (12) players. If approval is given for a team to list less than twelve (12) players, notice of such, signed by both the District and State Directors and the National President, MUST accompany the affidavit at all times, including credential meetings.

NOTE 5: Teams that cannot field twelve (12) players will be subject to the tournament rule that governs teams having less than twelve (12) players.

NOTE 6: There will be no bat girl unless she is one of the players mentioned above and NO ALTERNATE PLAYERS are to be allowed inside the playing facility nor will be included in any of the tournament ceremonies.

(D) - All players may be:
DIXIE SWEETEES six (6) years of league age if so desired, and
DIXIE DARLINGS eight (8) years of league age if so desired, and

DIXIE ANGELS ten (10) years of league age if so desired, and
DIXIE PONYTAILS twelve (12) years of league age if so desired, and
DIXIE BELLES fifteen (15) years of league age if so desired, and
DIXIE DEBS nineteen (19) years of league age if so desired.

(E) – No DIXIE SWEETEES, DARLINGS, ANGELS, PONYTAILS, BELLES, or DEBS tournaments may start before the date set annually by the National President of Dixie Softball, Inc., which appears in this rule guide under "DATES TO REMEMBER". This rule is to ensure that no Dixie Softball tournament will start before any other Dixie Softball tournament. See III (A) NOTE.

(F) – Only managers, assistant managers or coaches during the regular league season shall be eligible to manage or coach a tournament team, and they shall be registered on the Regular Season Team Player roster of the division in which they are coaching as filed with the district and state directors. The state directors shall be empowered to grant exceptions to this rule. Members of the National Board of Directors shall NOT be eligible to manage or coach a tournament team. **NOTE 1:** Only registered players and coaches of the teams playing can be in the dugout during a game. **EXECPTION:** If a coach becomes sick, is injured, or is removed from the game, the respective commissioner or his designee may allow someone to replace the coach that is sick, injured, or removed and they must remain in the dugout. **NOTE 2:** District directors coaching in a particular age division cannot have anything to do with the actual playing of the tournament they are coaching in, for example, drawing the bracket, affidavit check, selecting umpires, handling protests, rescheduling games, etc. and must turn over all those duties to the state director.

IV — TOURNAMENT AFFIDAVIT

(A) – Tournament Affidavits shall be filled out online in a manner that the District Director, State Director, and National Commissioner can assess the Tournament Affidavit for printing out by June 15 of the current year or before tournament play begins, whichever comes first. Each tournament team manager shall have a copy of this tournament affidavit, properly completed, at all tournament games.

(B) – The president of each league shall check all birth records of players whose names appear on the Tournament Affidavit.

(C) – All adopted children shall present an affidavit or other legal proof of adoption, and this shall be attached to the birth record. **NOTE: If a parent or guardian requests that adoption records be kept private, the proof of adoption record will not be attached to the Tournament Affidavit and will be presented only if requested by the Tournament Director. Tournament directors should use discretion on all matters concerning adoption records.**

V – BIRTH CERTIFICATES — PLAYER AFFIDAVIT INSPECTION

(A) – In addition to the tournament affidavit each team manager shall have a birth certificate, baptismal certificate, or hospital certificate for each player whose name appears on the affidavit. Both the player affidavit and the birth records shall be publicly inspected and approved by a credentials committee composed of three (3) members, one of whom shall be the tournament director, and this public inspection shall be at least one week (seven days) prior to the first sub-district or district game. All teams shall be notified of this inspection by the tournament director at least one week (seven days) prior to the inspection. This requirement shall be for sub-district and district play only.

TEAMS FAILING TO BE PRESENT WITH THE PLAYER AFFIDAVIT BIRTH RECORDS SHALL FORFEIT THEIR RIGHTS TO COMPETE IN TOURNAMENT PLAY. TEAMS SHALL HAVE A BIRTH RECORD AT THIS MEETING FOR EACH PLAYER LISTED ON THE PLAYER AFFIDAVIT. IN THE EVENT A TEAM DOES NOT HAVE A BIRTH RECORD FOR A PLAYER AT THIS MEETING THE PLAYER FOR WHOM THERE IS NO BIRTH RECORD SHALL BE INELIGIBLE TO PLAY IN SUB-DISTRICT OR DISTRICT TOURNAMENT.

Leagues hosting a state tournament or World Series within a state shall have the inspection of the player affidavits and birth records for teams competing in state tournaments at least three (3) hours prior to the first game of the tournament. World Series hosts shall have the inspection of the player affidavits and birth records for teams competing in World Series play before the end of the state tournament for the World Series the league is hosting.

Player affidavits may be corrected for spelling, typographical errors, nicknames and so on at either of the two meetings of the credentials committee. Players whose birth records are not accepted by the credentials committee at either of the two meetings shall be ineligible for all games in the sub-district and district tournaments. There shall be no appeal. A team using a player not approved by the credentials committee shall be disqualified from the tournament according to Rule XII, Section (E), of "2022 Tournament Rules". **NOTE:** Where a district is divided into sub-districts, the credentials committee shall inspect the player affidavits and birth records of all the tournament teams at the same time. There shall be one credentials committee for the entire district.

The state director or tournament director shall set the date and time for the inspection of the player affidavits and birth records for teams competing in state tournaments, and this time shall be at least three (3) hours prior to the first game of the tournament. Teams not complying with this rule shall be subject to disqualification from tournament play for the current season.

The actual birth certificates shall not be inspected at the DIXIE SWEETEES, DARLINGS, ANGELS, PONYTAILS, BELLES, and DEBS World Series. Instead, each state director shall sign the player affidavit of his/her representative team in the DIXIE SWEETEES, DARLINGS, ANGELS, PONYTAILS, BELLES, and DEBS World Series signifying that he/she or his/her representative has personally inspected the birth records of the players and found them to be in order. No protest shall be allowed at the DIXIE SWEETEES, DARLINGS, ANGELS, PONYTAILS, BELLES, and DEBS World Series on the basis of ineligibility because of age unless the protest is substantiated by actual proof of fraud.

(B) – Dixie Softball directs all tournament directors and credentials committee members to accept as proof of age any birth document issued by a governmental agency and which is accepted as legal proof of age in the state in which it was issued, where, in the opinion of the tournament director and the credentials committee, there is no evidence of fraud. Birth records other than the original certificates of birth and certified copies of such original certificates of birth shall be endorsed by one parent with the statement, "This is to certify

that the information contained on this document is a true record of the birth of ___ (player's name), who is a member of the ___ (team name) tournament team" or words to that effect, and this statement shall be notarized.

(C) – A photostatic copy of a birth record shall be accepted, provided the copy is stamped and notarized as a true copy of the original and signed by one or both parents of the player. This requirement shall be waived if the birth record is a certified copy and was issued by state, county, parish, or United States government.

(D) – Adopted children shall furnish an affidavit of the adoption and the affidavit shall be attached to the birth record. Players not legally adopted but using a name other than that which appears on the birth record shall be eligible provided that a notarized statement of this fact is made before a probate judge or clerk of court or their equivalent and the statement attached to the birth record with the signature and seal of the probate judge or clerk of court. **NOTE: TOURNAMENT DIRECTORS ARE CAUTIONED TO USE DISCRETION IN THE HANDLING OF ADOPTION RECORDS AND RESPECT THE RIGHT OF THE PARENTS IN KEEPING THOSE RECORDS CONFIDENTIAL.**

(E) – No protests shall be allowed after the inspection by the credentials committee without absolute proof of fraud. The burden of proof shall be upon the protesting party. In the event proof is found and accepted by the credentials committee or a protest committee, Rule XI of Tournament Rules", will apply.

(F) – Players who are unable to furnish birth certificates, baptismal certificates, or hospital certificates shall be entitled to mail other documents of proof of age to the Commissioner, who shall be empowered to issue a certificate in lieu of an actual birth record. A baptismal certificate shall be accepted only if the child was baptized within the first six (6) years after her birth and if the baptismal certificate shows the actual date of birth.

NOTE: A COPY OF THE TOURNAMENT TEAM AFFIDAVIT SHALL BE MAILED TO THE COMMISSIONER IMMEDIATELY AFTER THE DATE OF THE INSPECTION BY THE CREDENTIALS COMMITTEE OF THE DISTRICT TOURNAMENT.

VI — REPLACING PLAYERS

(A) – A team may replace tournament players after their selection to the team only in the event of sickness or injury and only with approval by the District Director at sub-district and district tournaments; State Director at state tournaments; and the Commissioner at the World Series. Sickness or injury shall be substantiated by a notarized affidavit by a physician. The tournament director shall accept the replacement player provided the new player presents her proper birth record and is otherwise eligible according to the rules and regulations of this program. The player who is replaced shall not be entitled to return to the team. A replacement certificate shall be furnished to all leagues for this purpose. REQUESTS FOR REPLACEMENT FOR REASONS OTHER THAN SICKNESS OR INJURY SHALL BE MADE IN WRITING, AND SUCH REQUESTS SHALL BE MADE ONLY BY THE LOCAL LEAGUE PRESIDENT. **NOTE: Unless a team's affidavit originally has twelve (12) players listed on it, NO replacement players will be allowed. NO EXCEPTION**. District and State Directors along with Commissioners are advised to be very careful in replacing players during a tournament, especially towards the end of the tournament. No replacement player made during a tournament shall be allowed to pitch in the tournament.

(B) – NOTE 1: Any player who misses one (1) or more DS tournament game of her tournament team due to reasons other than: sickness (signed doctor's statement noting that a player can return to the game of softball is to be presented before the child is allowed to return to her team), injury (signed doctor's statement noting that a player can return to the game of the softball is to be presented before the child is allowed to return to her team), death in immediate family or with special permission from District Director or State Director or National Commissioner of that particular age division, shall NOT be allowed to join or rejoin her DS tournament team for the remainder of the current DS season**. NOTE 2:** Any player, manager or coach who misses any portion of a DS tournament, i.e., credential meetings, opening ceremonies, game etc., their team is participating in while participating with or for another softball organization or independent team/organization shall NOT be allowed to join or rejoin their DS tournament team for the remainder of the current DS season. PENALTY: Removal of the team from further DS tournament play for the current season if the player, manager, or coach is allowed to join or rejoin the team. **NOTE 3:** To avoid this situation, leagues may want to have a player's parent or guardian sign a form at registration time that states a player, if picked for a tournament team, must obligate themselves to the full activities of DS tournaments. A league may refuse to select a player to a DS tournament team if a parent or guardian does not sign the form.

VII — TOURNAMENT PITCHING RULES

NOTE 1: No manager, group or managers, district director nor anyone else shall waive any tournament pitching rule. The intent of this statement shall be to prohibit a so called "gentlemen's agreement", and any such agreement shall be grounds for protest by any Dixie Softball official. **NOTE 2:** Pitching rules do not apply to DIXIE SWEETEES and DARLINGS with the exception that all coaches on a team's tournament affidavit shall be eligible to pitch and be allowed to return to the mound once in a game that he/she was removed from the mound. **NOTE 3:** Only the managers and coaches listed on the tournament affidavit shall be eligible to pitch in DIXIE SWEETEES and DARLINGS tournament play. **NOTE 4:** The same coach may pitch every inning of every game. **NOTE 5:** The person playing the coach-pitcher position can only assist in positioning the batter in the batter's box but cannot communicate to the batter in any manner on what to do while batting or base running. This is the job of the other coaches on the team. **NOTE 6:** The person playing the coach-pitcher position shall in no manner assist the batter/base runner or any other base runner. **NOTE 7:** The person playing the coach-pitcher position cannot in any manner (verbally, hand or head movement, etc.) communicate with a player or coach on the team while he/she is in the coach-pitcher position. **PENALTY:** A warning will be issued to the coach-pitcher and there shall be a one (1) strike call on the batter or the next batter in case the violation occurs when the present batter either strikes out or becomes a base runner. Any subsequent violation shall result in the violating coach-pitcher being removed from the game and not being allowed to return to that game as a coach-pitcher in the DIXIE SWEETEES and DARLINGS.

(A) – All members of tournament teams shall be eligible to play the player-pitcher or pitcher position.

(B) – A player shall play the player-pitcher or pitcher position only:

DIXIE SWEETEES, DARLINGS and ANGELS – thirteen (13) innings in the same tournament, and

DIXIE PONYTAILS – fifteen (15) innings in the same tournament, and

DIXIE BELLES and DEBS – seventeen (17) innings in the same tournament.

For the purpose of this rule, any combination of innings:

DIXIE SWEETEES, DARLINGS and ANGELS – adding up to thirteen (13) shall be permitted, and

DIXIE PONYTAILS — adding up to fifteen (15) shall be permitted, and

DIXIE BELLES and DEBS – adding up to seventeen (17) shall be permitted. **NOTE:** Innings that are not pitched shall not be charged to the player-pitcher or pitcher of record.

(C) – A player-pitcher or pitcher shall be limited to only:

DIXIE SWEETEES, DARLINGS and ANGELS – five (5) innings, and

DIXIE PONYTAILS – six (6) innings, and

DIXIE BELLES and DEBS – seven (7) innings in any one (1) game. **EXCEPTION:** A player-pitcher or pitcher, all age divisions, will be allowed to play the player-pitcher position or pitch two (2) extra innings in the event she is the starting pitcher and has not been removed from the mound during the same game and the game goes into extra innings because of a tie score. In the event the pitcher pitches an extra inning, the extra inning(s) is charged against her for the tournament.

(D) – In the event there is a double-header, all player-pitchers and pitchers shall receive four (4) extra innings to pitch in one (1) day. For the purpose of this rule, any combinations of innings a player-pitcher or pitcher:

DIXIE SWEETEES, DARLINGS, and ANGELS – a player-pitcher or pitcher will be limited to only nine (9) innings, and

DIXIE PONYTAILS – ten (10) innings, and

DIXIE BELLES and DEBS – eleven (11) innings of pitching in a single day.

NOTE: THERE IS NO CONSECUTIVE GAME RULE FOR PLAYER-PITCHERS OR PITCHERS. NOTE: A COACH WILL BE ALLOWED TO USE PITCHER INNINGS IN ANY MANNER THEY CHOOSE DURING TOURNAMENT PLAY. **EXAMPLE:** A coach may allow the: (a) DIXIE SWEETEES and DARLINGS player-pitcher to play the position and the ANGELS pitcher to pitch the first thirteen (13) innings. (b) DIXIE PONYTAIILS pitcher to pitch the first fifteen (15) innings, and (c) DIXIE BELLES and DEBS pitcher to pitch the first seventeen (17) innings of a tournament or he/she may choose to use the number of innings allotted a pitcher-player or pitcher sparingly over the duration of the tournament. **NOTE:** Where districts are divided into sub-districts, the sub-districts and district tournaments will be considered separate tournaments for the application of these pitching rules except for the starting pitcher tie game rule.

(F) – A pitcher shall be charged with an inning pitched for any part of an inning in which she pitches, including a single pitch.

(G) – A player who is brought in to pitch from another position or from the bench without benefit of sideline warm-up shall be permitted ten (10) warm-up pitches or two (2) minutes. If a player comes in with benefit of sideline warm-up, she shall be permitted five (5) warm-up pitches or one (1) minute.

(H) – Innings pitched in games declared "no contest" shall count. **NOTE:** Byes will not be considered as a game to satisfy this rule.

(I) – All pitchers shall be eligible to pitch at the beginning of each level of tournament play.

(J) – In any tournament decided by a best of three (3) games, a player-pitcher and a pitcher shall play the player-pitcher position or pitch:

DIXIE SWEETEES, DARLINGS, and ANGELS – only seven (7) innings in the series, and

DIXIE PONYTAILS – only eight (8) innings in the series, and

DIXIE BELLES and DEBS – only nine (9) innings in the series. With the exception that she shall be entitled to pitch TWO (2) extra inning in the game that ended in a tie after regulation play.

(K) – In the event a game is conceded according to the provisions of Rule IX, the actual innings pitched by a pitcher plus an extra inning shall be charged to the pitcher of record of the conceding team. NOTE: Pitcher of record shall be interpreted to be the last pitcher to throw a pitch to a batter for their respective team.

(L) – If a particular age division within a league forfeits games in tournament competition the league shall not be granted tournament privileges the following year for that age division.

(M) – Tournament teams shall be allowed to play under tournament rules during pre-tournament practice games provided the league has completed its regular season. In the event the league has not completed its regular season, regular season pitching rules shall apply. The penalty for violation of this rule shall be disqualification of the team from tournament play for the current season. **NOTE:** For the purpose of these pitching rules, every series of tournament qualifying a winner shall be considered a level of tournament play.

VIII — SUBSTITUTION

(A) – Every available player on a team's Tournament Team Affidavit MUST play at least six (6) consecutive outs on defense in every tournament game played by her team except for the "unequal number of players" rule. NOTE: All players present at a game **MUST** participate in the game unless they cannot participate because of health reasons. The Tournament Director must be notified that a player cannot participate in a game before the game is started. The player who is unable to play may sit in the dugout (if she has not been replaced on the Tournament Team Affidavit), however, under no conditions will she be allowed to enter the game although the game may be forfeited.

NOTE 1: For the purpose of satisfying this rule, a substitute is considered in the game when she enters the game as follows: (1) If a batter, when she takes her place in the batter's box. (2) If a fielder, when she takes the place of the fielder for whom she was substituted. (3) If a base runner, when she takes her place on the base that the base runner substituted for is holding. (4) If a pitcher when she takes her place on the pitcher's plate.

NOTE 2: When teams list all their available players in the batting order at the beginning of a game, the players who re-enter the game

on defense may replace any player in the batting order. Under this rule only, players returning to a game do not have to replace the player for whom they were removed.

NOTE 3: A substitute's name will not be added to the batting order by the official scorer until the substitute enters the game under one of the above-mentioned substitution guidelines. The substitute's name **MUST appear** on defense for six (6) consecutive outs. This requirement shall apply to both teams even if the last half of the last inning is not required. **The only exception shall be when the game is not completed because of the ten (10) run rule, mathematical elimination or when a team concedes before all available players have participated.** However, in any game, substitutions **MUST be** made in time regardless of whether the game is completed or not to allow the substitution to play at least six (6) consecutive outs on defense just in case a game goes to its full completion. Substitutions not made in time for the player to be able to play at least six (6) consecutive outs on defense, regardless of the outcome of the game, is subject to protest.

NOTE 4: All substitution changes **MUST** be made in time to ensure that **ALL** players are assured of playing six (6) consecutive outs on defense in each game to satisfy this rule. To satisfy this rule, the bottom half of the last inning of a regulation game shall **NOT** count toward the six (6) consecutive outs on defense rule. The six (6) consecutive outs on defense **MUST** be achieved before the bottom half of the last inning of a regulation game begins.

NOTE 5: To satisfy this rule, all substitutions on defense **MUST** be made by:

DIXIE SWEETEES, DARLINGS, and ANGELS: Home team at the beginning of the top half of the fourth (4th) inning. Visiting team at the beginning of the bottom half of the third (3rd) inning and`

DIXIE PONYTAILS: Home team at the beginning of the top half of the fifth (5th) inning. Visiting team at the beginning of the bottom half of the fourth (4th) inning and

DIXIE BELLES and DEBS: Home team at the beginning of the top half of the sixth (6th) inning. Visiting team at the beginning of the bottom half of the fifth (5th) inning.

NOTE 1: If both teams have an equal number of players on hand at the beginning of a game, the above substitution rule is in effect. If a player is injured, becomes ill or is removed from the game for one reason or another and the above substitution rule has not been fulfilled, the team with the higher number of players shall have the option of the below substitution rule.

NOTE 2: The penalty for violation will be a team shall concede any game in which all available players do not participate if the opposing team files a protest. If the protest is upheld, the game shall end at that point and the remaining innings in the game shall **NOT** count against any pitcher. **EXCEPTION:** - If a team enters a game with less players than the opposing team, the opposing manager (team with most players) has the following options: (a) Play all his/her players; (b) Only play the minimum number of players the other teams has; or (c) Allow the game to be played with the team having the least number of players having an "automatic out" in the batting order. The decision as to which option the game will be played under MUST be decided before the game begins.

NOTE 3: There will be only one (1) "automatic out" position in the batting order. **NOTE: The manager with the least number of players will choose which batting order position in his/her team's batting order will be the "automatic out" and that position will remain the same throughout the game.**

NOTE 4: If the team with the most players chooses option (c), they MUST play all their players**.**

NOTE 5: If a team shows up on the first day of the tournament with twelve (12) players and a player(s) get injured, sick, or leaves the team, that team will fall under the less player rule.

NOTE 6: The coach with the most players may use his/her substitutes at any time, if he/she matches the number of players that the opposing team must satisfy the six (6) outs on defense rule during the game, and he/she satisfies all other substitution rules. The coach with the most players has the following options: (a) He/she may list and play all the players on his/her team even though the opposing team has fewer players. If a coach chooses to list his/her extra players in the starting lineup, the extra players must satisfy the six (6) consecutive outs on defense rule. If a coach does not list the extra players in the starting lineup, the extra players are not subject to the six (6) consecutive outs on defense rule. (b) He/she only has to play the minimum number of players that the opposing team has and does not have to play any of his/her extra players at any time during the game. DS recommends but does not demand that all players be listed in the starting lineup. (c) He/she may substitute the extra players in the following manner:

EXAMPLE A – As a pinch runner or pinch hitter: The coach may remove the pinch runner/hitter at any time following the first pitch thrown after the pinch runner/hitter enters the game. If the pinch runner/hitter does not return to the game the following defensive inning she shall not be allowed to return to the game except for the injury or sick replacement rule. If the pinch runner/hitter remains in the game, she shall take the batting lineup position/number of the player she replaced.

EXAMPLE B – As a fielding substitute: A coach may remove the fielding substitute at any time following the first pitch thrown after the fielding substitute enters the game. If the fielding substitute does not return to the game the following offensive inning, she shall not be allowed to return to the game except for the injury or sick replacement rule. If the fielding substitute remains in the game, she shall take the batting lineup position/number of the player she replaced.

NOTE 7: A player removed from the game may only re-enter the game once and must retain the batting lineup position/number that she was first substituted for, except for the injury or sick replacement rule. **EXAMPLE C** – Player A is used as a pinch hitter for player in the batting lineup position/number five (5). Player A is removed from the game in the same inning she was used as a pinch hitter. Two (2) innings later, Player A returns to the game. Player A must be placed in the batting lineup position number five (5) and the player in lineup batting position number five (5) must be removed from the game.

NOTE 8: Substitute players do not have to meet the six (6) consecutive defensive outs rule if they were substituted under the above **EXCEPTION** and **EXAMPLES** of **VIII Article (A)**.

NOTE 9: A pitcher removed from the mound shall be allowed to return to the mound one (1) time in the same game. To satisfy this rule it will be ruled that a pitcher who returns to the mound in the same inning of a game in which she was removed shall be credited with pitching in ONLY one (1) inning for the inning in which she was removed.

NOTE 10: When teams list all their available players in the batting order at the beginning of a game, the players who re-enter the

game on defense may replace any player in the batting order. Under this rule only, players returning to a game do not have to replace the player for whom they were removed.

(B) – If a manager has used all his/her eligible players and a player is injured or becomes ill and cannot continue or when a player is removed from the game for disciplinary reasons, the game shall not be forfeited. The opposing manager shall select a player from the bench who has already been in the game to replace the injured, disciplined, or ill player.

(C) – When a change is made in the lineup, it is recommended that the change be announced over the public address system. However, if the change is not announced, the change and all plays concerning the change shall be legal.

(D) - **NEVER SHOULD AN UMPIRE BE INVOLVED IN SUBSTITUTION OF PLAYERS DURING TOURNAMENT PLAY. SUBSTITUTIONS SHOULD BE REPORTED TO THE OFFICIAL SCOREKEEPER.**

IX — TOURNAMENT GAMES

(A) – All tournament games shall be played to a conclusion regardless of the score or the inning unless the team behind wishes to concede. **(SEE ARTICLE VII (K)**. Any tournament game suspended due to darkness, weather or any other reason shall be resumed at the earliest possible time. Play shall begin at the actual point of termination and shall be considered the same game. The same pitchers shall be eligible to pitch just as if the game had been completed on the original day. **EXAMPLE A:** The game is called on account of rain the bottom half of the third (3rd) inning with the count of three (3) balls and two (2) strikes on the batter and two (2) outs in the inning. The game shall be resumed at the earliest possible time and play shall resume in the bottom half of the third (3rd) inning with the count of three (3) balls and two (2) strikes on the batter and two (2) outs in the inning. **EXAMPLE B:** The game is called in the top of the fifth (5th) for any reason. The game shall be resumed at the earliest possible time from the exact point of termination. The pitchers shall be eligible to complete the game as this is part of the same game. **EXCEPTION 1:** A game shall be considered a completed regulation game when a team:

DIXIE SWEETEES, **DARLINGS** and **ANGELS:** has been mathematically eliminated from being able to win the game.

DIXIE PONYTAILS:

A. is ahead by ten (10) runs or more after both teams have played four (4) complete innings of play or, in the case of the home team, if it is ahead by ten (10) runs after three and one-half (3 ½) innings of play.

B. is ahead by fifteen (15) runs or more after both teams have played three (3) complete innings of play or, in the case of the home team, if it is ahead by fifteen (15) runs after two and one-half (2 ½) innings of play.

DIXIE BELLES and **DEBS:**

A. is ahead by ten (10) runs or more after both teams have played five (5) complete innings of play or, in the case of the home team, if it is ahead by ten (10) runs after four and one-half (4 ½) innings of play.

B. is ahead by fifteen (15) runs or more after both teams have played four (4) complete innings of play or, in the case of the home team, if it is ahead by fifteen (15) runs after three and one-half (3 ½) innings of play.

C. is ahead by twenty (20) runs or more after both teams have played three (3) complete innings of play or, in the case of the home team, if it is ahead by twenty (20) runs after two (2) and one-half (2 ½) innings of play.

NOTE 1: An inning in the DIXIE SWEETEES, DARLINGS, and ANGELS, shall be ended with the third (3rd) out or **"END OF PLAY"** on the tenth (10th) batter in that inning, whichever comes first.

NOTE 2: A game stopped because of the run rule is not considered a conceded or forfeited game. Pitchers will be credited only with the innings in which they pitched.

(B) – No team shall be required to play more than two (2) games on the same day during the same tournament. A team playing two (2) games on the same day shall have at least one (1) hour of rest between games. **Teams shall be entitled to waive the one (1) hour rest rule but are NOT required to do so.**

NOTE 1: Tournament directors may allow teams in a tournament to play two (2) games per day. DS prefers that a double-header NOT be played on the first (1st) day of play in sub-district, district, and state tournaments but each state can choose to do so if they want. In World Series play, **NO** double-header will be allowed on the first (1st) day of play. **EXCEPTION:** The National Commissioner, with the consent and approval of the National President, shall be empowered to waive any tournament rule to assure completion of a tournament where there have been delays caused by inclement weather or other reasons.

NOTE 2: UNDER NO CIRCUMSTANCE CAN ANY PITCHING RULE BE WAIVED.

(C) – **No tournament game shall begin after 11:30 p.m. EXCEPTION:** This rule may be waived by the Tournament Director to complete a tournament.

(D) – All rained-out or postponed games shall be rescheduled by the Tournament Director in the order of postponement. **EXAMPLE:** Game three (3) is postponed due to rain, wet grounds or for another reason but the ground crew gets the field in condition to play again several hours later. Game three (3) shall be played before any other game on the schedule.

(E) – Games that are played under floodlights in sub-district, district, state tournaments, or in any DIXIE SWEETEES, DARLINGS, ANGELS, PONYTAILS, BELLES, or DEBS World Series, the lighting shall be approved by the World Series Director.

X – ADMISSION

(A) – Dixie Softball recommends to all tournament hosts that an admission be charged to assist in financing the event. NOTE: ALL ADMISSION COLLECTED WILL BE RETAINED BY THE TOURNAMENT HOST. However, if a host decides that a portion of the admission will be donated to the Dixie Softball Scholarship Fund, that is their choice. Dixie Softball does not require that any portion of the admission go to the Dixie Softball Scholarship Fund.

XI – PROTESTS AND APPEALS

NOTE: THESE RULES COMPLETELY REPLACE THE REGULAR SEASON PROTEST RULES.

(A) – Protests shall be made only on a misinterpretation of a rule or the ineligibility of a player or players. **NOTE: A protest of eligibility based on other than age shall be presented to the Tournament Director prior to the beginning of a tournament.**

(B) – All protests based on ineligibility of a player's age shall be filed with the Tournament Director before either of the teams involved in the game in question has played any portion of another game. If, in the opinion of the Tournament Director, there is any **WILLFUL VIOLATION** of age eligibility rules and upon actual proof of violation, the Tournament Director shall forfeit the last game played by the team and the team shall be disqualified from tournament play for the current season. **NOTE:** If a manager allows a pitcher to violate the pitching rules, whether intentional or unintentional, the game, if protested, shall be forfeited and the violating manager or coach will not be allowed to coach in his/her team's next tournament game.

(C) – The Protest Committee shall be composed of three (3) members and is selected with discretion by the Tournament Director. It is required that this committee be present during the game, preferably in an area reserved for them exclusively. The members of the Protest Committee shall be announced prior to each game. A team shall not be required to play a tournament game until this announcement is made. **EXCEPTION: The National Commissioners will have the option, at their World Series, whether to have a Protest Committee or rule on protests themselves without going through a Protest Committee first. NOTE: Whether there will be or not be a Protest Committee during a World Series MUST be announced by the National Commissioner or his/her representative before the first (1st) in a World Series.**

(D) – All protests except protests of ineligibility of a player shall be made to the plate umpire immediately after the occurrence and before another pitched ball (legal or illegal). The plate umpire shall call in the Protest Committee or National Commissioner or his/her representative and this committee, after hearing the protesting manager and the manager of the opposing team as well as the umpires, shall render a decision.

EXCEPTION 1: The National Commissioner, with the consent and approval of the National President, shall be empowered to accept a protest on the recommendation of the State Director or in his/her absence, the National Director, or Senior State Board member within the state, on the grounds that the Protest Committee accepted and acted upon an illegal protest. Such a protest shall be made prior to the next game played by either team.

EXCEPTION 2: If the decision made on the protest was decided by the National Commissioner or his/her representative, the preceding statement made in **Article XI (D) EXCEPTION 1** is null and void.

NOTE: No team, player, or coach can be permanently removed from a district tournament without the approval of the District Director, the State Director, the appropriate National Commissioner, and the National President. No team, player, or coach can be removed from a state tournament without the approval of the State Director, the appropriate National Commissioner, and the National President. No team, player, or coach can be removed from a World Series without the approval of the appropriate National Commissioner and the National President. **EXAMPLE:** The umpire removes a player from the game for using abusive language. The manager of the team protests the umpire's action, and the Protest Committee accepts the protest and overrules the umpire's action and allows the player to continue in the game. This is an illegal protest and one for which the State Director should immediately call the National Commissioner or his/her representative.

(E) – **Scorekeepers and other DS officials may, at any time, advise coaches and managers (home and visitors) of the illegality of pitchers and players if they have knowledge of this to prevent an "illegal" substitution. The scorekeepers and DS officials shall not be required to do this but are urged to do so to prevent a protested game. However, once the permanent pitching record has been signed by the opposing managers, it then becomes a matter of record and CANNOT be changed, even though it may be in error.**

NOTE 1: No scorekeeper or DS official should stop the game to notify a team after a substitution or pitching violation has occurred. This would tip off the opposing coach and could create a protest. It is always the opposing team manager's responsibility to catch a substitution or pitching violation. **Scorekeepers and DS officials should only bring it to the attention of the offending coach before the violation occurs, NOT afterwards.**

NOTE 2: Tournament Directors are advised that both managers MUST be present when the pitching record is signed. Both managers should check each other's pitching record carefully to avoid any errors. Both managers will be required to sign the opposing team's pitching record as well as their own. No manager will be allowed to sign the pitching record until the opposing manager has had a chance to go over the pitching records. If a manager does not or refuses to sign the pitching record(s) then the Tournament Director shall sign the record(s) in his/her place.

NOTE 3: Managers are given a period of five (5) minutes to go to the scorekeeper's area (scorekeepers are not to leave their area) after the conclusion of the game and/or closing ceremonies of a game are over. If a manager does not get to the scorekeeper's area in what is judged by the Tournament Director as a reasonable time, then the Tournament Director shall sign the pitching record(s). PENALTY: ANY TEAM MANAGER, NOT COMING TO THE SCOREKEEPER'S AREA FOLLOWING THE GAME IN A REASONABLE AMOUNT OF TIME (FIVE (5) MINUTES) TO SIGN THE PITCHING RECORD, SHALL NOT BE ALLOWED TO COACH OR MANAGE IN THE NEXT TOURNAMENT GAME PLAYED BY HIS/HER TEAM.

(F) – No appeal shall be accepted by any District or State Director or by the National Commissioner in tournament competition on the grounds of a violation of local league rules during regular season play and this shall include population or boundary violations. Appeals from protest decisions must be made immediately and to the next official in authority over the level of play: District Director at sub-district and district tournaments, State Director at state tournaments, and National Commissioner at the World Series. Appeals from decisions may be carried through each level up to the National Commissioner, if so desired. **NOTE: A MANAGER DOES NOTE HAVE TO CONTINUE A GAME UNTIL HIS/HER APPEAL HAS FOLLOWED THE PROPER PROCEDURE AND NO GAME, DEPENDENT UPON THE DECISION OF THE APPEAL, CANNOT BE STARTED A FINAL DECISION ON THE APPEAL HAS BEEN MADE. NO TOURNANMENT DIRECTOR NOR UMPIRE SHALL INTIMIDATE A TEAM MANAGER WITH A "PLAY BALL OR FORFEIT, OR ELSE" STATEMENT. Any Tournament Director or umpire do so, shall be removed from the tournament's duration.**

(G) – AFTER THE COMPLETION OF A GAME, THERE SHALL BE NO PROTEST REGARDLESS OF THE CIRCUMSTANCES INVOLVED WITH THE EXCEPTION OF A PROTEST OF ELIGIBILITY. **NOTE:** A game shall not be considered as complete until opposing managers have an opportunity to make a protest on a game-ending play. Fifteen (15) minutes shall be considered sufficient time for the fulfillment of this rule. **(See Rule XI, Section (D), Exception)**.

XII – TOURNAMENT SOFTBALLS

(A) – The official Dixie Softball tournament softball will be DIAMOND SPORTS, stamped with the signature of the National President of Dixie Softball and shall be the only softball allowed in Dixie Softball tournament play for the current season. Note: District and State Directors have the responsibility to guarantee that only the current official DS tournament softball is used in each of their respective tournaments. **EXCEPTION:**

XIII – TOURNAMENT BATS

(A) – **The official tournament bats shall be those listed in Rule 2:02 of current rule book.** However, the words "OFFICIAL SOFTBALL" and/or "youth softball" and the name of an "Approved" manufacturer must be legible on any bat used in tournament play. **NOTE:** DS may deem any bat as "not approved" that appears on the list of bats not approved by the national USA governing body of softball, due to safety reasons or any other reason.

XIV – TOURNAMENT UNIFORMS

(A) – All uniforms in tournament play shall be either regular season softball uniforms or matching jerseys with coordinating pants/ shorts.

NOTE 1: If jeans are worn, they must be as close to the same color as possible.

NOTE 2: No plain, undershirt style T-shirts shall be permitted. Uniform type T-shirts in team colors with numbers shall be considered legal. **PENALTY:** The penalty for violation of this rule is possible disqualification of the team from further play for the current season**.**

NOTE 3: All jerseys must be worn fully tucked inside the pants/shorts except for jerseys that truly are designed to be worn outside the pants/shorts. NOTE: A player's jersey number must be visible when her jersey is tucked inside of her pants.

NOTE 4: Uniform shorts/pants shall not bear wording on the seat of the shorts/pants.

(B) – Tournament players shall be permitted to use the uniform of the sponsor of a team in local league play through tournament play.

NOTE1: If uniforms bear the name of a sponsor, all uniforms DO NOT have to bear the same sponsor's name.

NOTE 2: If jerseys bear the names of the players, the last name of the player is required. First names and "nicknames" shall not appear on jerseys to assist the scorekeeper as well as both teams in keeping up with the team lineups.

NOTE 3: If more than one player on the team has the same last name, The first letter of the player's first name or full first name can be used.

NOTE 4: Jerseys worn in World Series play shall have the name or outline of the state that a team represents placed in a very noticeable position on the front. It is preferred that all teams wear jerseys that bear only the name of their state and not the name of their league or team name. Logos or emblems (patches) representing a team's state may appear on uniforms.

NOTE 5: Jerseys worn in World Series play by the host team may have the name of their league placed in a very noticeable position on the front. Teams may wear uniform colors of their choosing. For safety reasons, DS recommends that any part of a yellow uniform, jersey, or pants/shorts, not be worn.

NOTE 6: Coaches may either wear the exact uniforms that their teams wear or wear uniforms of coordinating colors with their team. If coordinating color uniforms are chosen, the coaches' uniforms must be of like fabric. Coaches may wear a combination of long slacks or shorts if the slacks and shorts are of like fabric, and they must decently fit properly. Coaches may wear jerseys outside their slacks or shorts. Overalls, etc. are not allowed.

(C) – All players participating in all tournaments shall have **Arabic** numbers on their uniforms. Such numbers, if on the sleeve, shall be not less than two inches (2") high and, if on the back, shall not be less than four inches (4") high, and if on the front, shall not be less than four inches (4") high. Leagues having uniforms with numbers of smaller size than this shall be permitted to use such uniforms until the uniforms are disposed of. No duplicate numbers will be allowed. **EXAMPLE:** Numbers 0 and 00 as well as 9 and 09 are examples of duplicate numbers. The penalty for violation of this rule shall be that players wearing duplicate numbers SHALL NOT be allowed on the field at the same time. **NOTE:** Any player wearing a batting vest shall also have a number that matches the number on jersey that is visible for the scorekeeper.

(D) – All players and coaches participating in a tournament of the DIXIE SWEETEES, DARLINGS, ANGELS, PONYTAILS, BELLES, and DEBS SHALL WEAR the approved emblem (patch) of DS, visible either on the left shoulder or upper left chest area of the uniform.

NOTE 1: The approved emblem (patch) shall be attached to the uniform by either sewing or gluing. Pins, staples, etc. WILL NOT be allowed due to safety reasons.

NOTE 2: The emblem (patch) must be one approved by and purchased through DS. The emblem (patch) cannot be a duplicated one (screen-print, self-embroidered, etc.). **PENALTY:** Participants not wearing the emblem (patch) of DS, visible either on the left shoulder or upper left chest area of the uniform, shall be removal from the game of any player or coach. These emblems (patches) may be purchased by sending $2.00 for each insignia (patch) desired. If ordering emblems (patches) through regular mail ONLY, a $7.00 postage fee **MUST** accompany the order. If the order is being placed online (d**ixiegirlsoftball.org – go to Helpful Hints and click on Dixie Supply Center**) or with other items from the Dixie Supply Center (1101 Skelton Drive, Birmingham, Alabama 35224, 205-613-3146 or 205-368-0880), there will be a separate postage charge based on the order. American Express, Discover, MasterCard and Visa cards are accepted. No item(s) will be sent out until payment is received.

NOTE 3: Tournament directors are directed to use "common sense" in the event a uniform is damaged from accident or sickness. A player may not be removed from a game because she had to change into another type of uniform due to the fact her regular uniform

was damaged by accident or sickness.

XV – MISCELLANEOUS TOURNAMENT REQUIREMENTS

(A) – All artificial noise makers (manufactured and/or handmade) shall be banned at all tournament games. **Stomping on bleachers is considered as an artificial noise maker.** One must consider that the bleachers belong to the Host and stomping on them to make noise could damage the bleachers. NOTE: Boom boxes, or the sort, cannot be used by teams in any manner. Any music used at tournaments, in order to control the volume, content, timing, etc., will come from the PA system used by the tournament host.

(B) – No verbal, written, printed or other means that promotes any other softball program or clinics for players and/or tournaments, other than those approved by DS, shall be permitted by anyone attending or hosting a Dixie Softball tournament. **NOTE:** Wearing apparel such as T-shirts, caps, jackets, etc. denoting any other state/national softball association shall **NOT** be worn by players, coaches, umpires, tournament officials, or any other DS official during any activity pertaining to a DS sanctioned tournament.

(C) – Anyone producing a sign for tournament play must make only signs that promote their team and not signs that may denigrate the opposing team**. EXAMPLE:** If Alabama and Louisiana are playing each other, neither team will be allowed to produce signs that say something like "Beat Bama" or "Beat Louisiana". However, those teams may produce signs that say something like "Go Bama" or "Geaux Louisiana".

(D) – Tournament directors have the authority, when necessary, to stop games to give each team a short break to "cool down" when there is an excessive heat condition. **NOTE:** The breaks are recommended to be given between innings rather than during an inning.

(E) -- **Under no circumstance shall someone be recognized as an "Umpire-in-chief", in any capacity, other than being the umpire behind the plate in a game. Someone can be an umpire scheduler, but they have no other authority, in any manner, at the tournament.**

XVI – INSURANCE

(A) – All teams traveling to a tournament shall be required to have an excess accident and a general liability insurance policy in force for players and managers/coaches and must have a copy of the policy with them while at the tournament:
(1) Excess Accident – Each tournament team must be covered by an Excess accident policy with a maximum Medical Limit of at least $50.000. It is not acceptable for each parent to provide individual evidence of health insurance for their child playing on the team, and
(2) General Liability – Each tournament team must be covered by a General Liability policy with an "each occurrence" limit of a least $1,000,000 combined single limits for "bodily injury" and "property damage". Such policy may not provide "claims made" coverage and may not have an exclusion for lawsuits arising out of injuries to athletic participants. If the team does not purchase its General Liability insurance through the approved DS insurance program (see rule book ad on inside of back cover), it is required that the team's General Liability policy name "Dixie Softball" as an "additional insured". NOTE: Dixie Softball recommends **SADLER SPORTS & RECREATION INSURANCE** of Columbia, South Carolina.

XVII – VIOLATIONS

Violation of any tournament rules may result in disqualification and/or probation for the offending team, player, manager, coach, or league.

XVIII — TROPHIES AND AWARDS

All DS tournament trophies and/or awards presented to each championship, runner-up and/or sportsmanship team(s) and/or individual participants must have one of the Dixie Softball, Inc., logos appearing on each trophy and/or award. **All tournament trophies and/or awards presented to each championship, runner-up and/or sportsmanship team(s) and/or each individual participant(s) must be purchased by the Host team through the District Director, at district level; the State Director, at state level; and the National President of DS at World Series level. All such trophies and/or awards MUST be purchased from a DS Approved Supplier of trophies and/or awards.**

NOTE 1: All DS tournament trophies and/or awards that bear a figurine must use a DS approved figurine and must be purchased from an approved supplier of trophies and awards.

NOTE 2: Approved 2026 Dixie Softball trophies and awards suppliers as of November 30, 2025, **are: B K DISTRIBUTORS**; **BIRMINGHAM TROPHY SHOP, CROWN AWARDS.**

SUPPLY CENTER

Make your league more efficient and colorful by furnishing your workers with supplies they need. Your Dixie Softball Supply Center can ship what you need in short order. Listed below is a partial list of items available: Embroidered Dixie Softball emblems (patches)…State Caps and Visors…Umpire T-shirts, Umpire Caps. State Hat/Lapel pins…To order, go to dixiegirlsoftball.org and click on Supply Center. NOTE: There will be a $7.00 postage charge on each order.

2026 Dixie Softball Age Chart

Match player's birth month (top row) with their year of birth to determine League Age for 2026.

LEAGUE AGE	JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	LEAGUE AGE
4	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	4
5	2020	2020	2020	2020	2020	2020	2020	2020	2020	2020	2020	2020	5
6	2019	2019	2019	2019	2019	2019	2019	2019	2019	2019	2019	2019	6
7	2018	2018	2018	2018	2018	2018	2018	2018	2018	2018	2018	2018	7
8	2017	2017	2017	2017	2017	2017	2017	2017	2017	2017	2017	2017	8
9	2016	2016	2016	2016	2016	2016	2016	2016	2016	2016	2016	2016	9
10	2015	2015	2015	2015	2015	2015	2015	2015	2015	2015	2015	2015	10
11	2014	2014	2014	2014	2014	2014	2014	2014	2014	2014	2014	2014	11
12	2013	2013	2013	2013	2013	2013	2013	2013	2013	2013	2013	2013	12
13	2012	2012	2012	2012	2012	2012	2012	2012	2012	2012	2012	2012	13
14	2011	2011	2011	2011	2011	2011	2011	2011	2011	2011	2011	2011	14
15	2010	2010	2010	2010	2010	2010	2010	2010	2010	2010	2010	2010	15
16	2009	2009	2009	2009	2009	2009	2009	2009	2009	2009	2009	2009	16
17	2008	2008	2008	2008	2008	2008	2008	2008	2008	2008	2008	2008	17
18	2007	2007	2007	2007	2007	2007	2007	2007	2007	2007	2007	2007	18
19	2006	2006	2006	2006	2006	2006	2006	2006	2006	2006	2006	2006	19

Note: The age control date was updated to January 1st

League Insurance

Endorsed By Dixie Softball, Inc

2026 Insurance Rates

Accident ($250,000) – No Deductible

DIVISION	RATE PER TEAM
T-Ball/SweeTees (6 &under)	$12.75
Angels/Darlings/Ponytails (7-12)	$19.70
Belles (13-15)	$31.65
Debs (16-19)	$56.10

General Liability ($2,000,000) **$45.54**

Directors & Officers Liability

$382 flat charge per league - $1,000,000 Limit of Coverage

$490 flat charge per league - $2,000,000 Limit of Coverage

Equipment/Crime Insurance

- Equipment: The limit is based on the Replacement Cost Value of 100% of Organization Owned Equipment with a $500 deductible.
- Crime: $25,000 limit and a $500 deductible.
- A $300 minimum premium applies for the combined Equipment/Crime policy.

Fall Ball coverage is automatically included in the Accident & General Liability

Apply For Coverage Online And Print Your Proof Of Coverage Documents, Certificates Of Insurance For Property Owners, And Claim Forms Within Seconds!



John M. Sadler

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