Dunn Softball League

Rules & Regulations – Umpire's Abbreviated Version

(All members are required to adhere and become knowledgeable of the rules and regulations, set forth by the DSL. As well as to become familiar with the penalties assessed by the league for failure to comply.)

8. No smoking will be permitted on the playing field, dugouts, or coach's box at any time. Umpires and the Dunn Softball League can and will enforce this rule.

9. Law on all city properties forbids drinking alcoholic beverages.

1. THE TEAMS AND GAMES SHALL BE GOVERNED BY THE RULES AND REGULATIONS SET FORTH IN THE OFFICIAL SOFTBALL PLAYING RULES AS ADOPTED BY THE AMATEUR SOFTBALL ASSOCIATION OF AMERICA, WITH CERTAIN EXCEPTIONS AS NOTED HEREIN. (NOTE: IF THE UMPIRES ARE NOT AWARE OF OUR "SPECIAL" RULES BEFORE THE GAMES START, THEY WILL RULE PER THE ASA RULE BOOK.

31. All decisions made by the official umpires are final.

34. All managers are responsible for their teams.

23. Any player or coach ejected from a game must leave the premises immediately. (If ejected you must not remain in the vicinity of the park you were ejected from.)

24. …. All game officials and scorekeepers must submit a written report [for unsportsmanlike actions] to the Athletic Office within twenty four (24) hours.

13. Only players, coaches, scorekeeper, and bat person are allowed in the dugout.

22. Any bat not approved by A.S.A testing and certification program will not be used in the D.S.L. The umpire will make all decisions on illegal bats.

4. All team members have up to two weeks from season start be in full team uniform. Anyone not in full uniform will not be allowed to play or coach.

10. All teams must wear identical shirts, t-shirts, and hats (same in design and colors). Pants must be long and similar in color (lines on the side of the pants do not affect the uniform). Shirt tails must be tucked in. All bench occupants must be in team uniform. Managers and coaches must be in uniform to occupy a coaching box. No steel cleats, spikes, or street shoes allowed.

20. Catchers must wear facemask and chest protector [shin guards optional].

32. Before the beginning of a game, the manager has to pay the umpire, have the game balls and the game line up ready.

11. All league games are scheduled for 1 hour and 10 minutes of playing time with ten minutes break in between games. [No new inning will start after 1 hour and 5 minutes. Tie games are the exception.] Morning games will begin at 10:00 and 11:20 am. Afternoon games will begin at 1:00 and 2:20 pm. All teams will have a 10 minute grace period that will be deducted from the game time.

12. All games should start with at least 9 players [DP can be used as 10th hitter]. Should a 10th player arrive, that player will be allowed in the line up in the 10th position only if his team has not batted around. If the team has batted around, then the 10th player will not be allowed in the line up and they must finish the game with nine players.

26. A designated hitter can be replaced [substituted] with a player on the bench.

27. A designated hitter can replace any position player in a game. In this case, the designated hitter position will be lost and the <u>batting position of the player removed</u> will be skipped.

25. No pinch runners allowed.

17. You can pitch anywhere from medium to fast pitch under hand. Both feet must be on the pitching mound and facing to the front. Shoulders must be square with first and third bases. During windup, pitchers are allowed to step back so long as both feet remain on the rubber prior to releasing the ball.

16. There will be no stealing bases only tagging up on fly balls. A player must tag the base first then advance. If a catcher tries to pick a runner off [on a non-PASS-BALL] and the ball gets away, the runner must tag the base first then advance.

46. PASS BALL: If a ball bounces before it reaches the catchers glove, OR if a ball gets away from the catcher and reaches the backstop <u>or goes behind the umpire</u>, the ball is considered live and a base runner has the freedom to be able to run at their own risk. Runner does not need to tag the base to be able to take off. Runner will be able to advance [only] one base unless a throw to the base gets away from the defender or defenders making the play.

    NOTE: A ball caught[/stopped] by the catcher without hitting the ground and then dropped [does not go behind the umpire] is not considered a pass ball.

18. No bunting allowed.

19. No limits in homeruns.

21. Players must slide on any <u>close plays</u> at home plate. If not, the player will be called out. The umpire has the final call on the play.

15. Run Rules: All games will have a 20 after 3rd inning, 15 after 4th inning, and 10 after 5th inning.

Original paragraph numbers were retained from actual rules of the league for reference
Revised 3/9/2010