

DALLAS CLASSIC SOFTBALL

LEAGUE RULES

Dallas Classic Softball is a non-profit organization dedicated to developing young athletes with a passion for teamwork, leadership, and sports. We are a competitive recreational league committed to the development of athletes between 7-10 years within the city of Dallas and its surrounding areas. D.C.S believes in giving each individual the opportunity to become a successful team member, leader, and competitive athlete in a fun and safe environment.

LEAGUE WIDE RULES

You'll need to read and understand the contents of this manual. By doing so, you will eliminate the major difficulties we experience each year. At the end of the season, communicate your suggestions for any rule changes or other program improvements to your league Co-Directors. Thank you for your time and concern for the youth of this area.

The game officials, the sports commissioner, and the D.C.S Board of Directors will enforce all rules in this book. Some rules contain specific penalties/violations. Others do not. For those rules that do not contain a penalty, the Sport Commissioner and/or the Board has full authority to impose whatever penalty they deem appropriate for the violation.

COACHES

Head coaches are responsible for your players, assistant coaches, and parents. You set the tone for your team and carry out the vision for D.C.S. This season is about the kids learning and growing in softball while being great sports. Teach your players that winning and losing are both a part of life.

Treat umpires with respect and teach your players to do the same. Ejections from a game will result in a one-game suspension plus board disciplinary review, possibly leading to additional action.

No alcoholic beverages allowed tolerance in except to The Village. Coaches are not allowed to drink before or during the game.

Please teach your team about sportsmanship. D.C.S. expects teams to show true discipline and sportsmanship. Yes, allow the girls to show passion for the game, but let's also stay respectful and have fun!

THANK YOU for serving our players. You are an essential part of their development AND will impact how they love the game of softball.

“Avoid walking on the fields while wet, Pick up trash, And lock up.”

EQUIPMENT

All Teams will be provided with a dozen softballs (11" or 12") and four additional game balls. D.C.S. will also provide three portable practice bases and a set of catcher gear.

The umpire should make every effort to obtain the correct dimensions. If the base or pitching distances are at the wrong dimensions during the game, the error shall be corrected immediately with no penalty. The game shall continue and shall not be protested for this reason.

In the Youth Program, NOCSAE-approved batting helmets with extended ear flaps, which cover both ears and temples, are mandatory for all batters, on-deck batters, base runners, non-adult base coaches, non-adult bat & ball shaggers in the live-ball territory, even if the ball is dead. All fastpitch batting helmets shall be equipped with a NOCSAE-approved face protector. The phrase “Meets NOCSAE Standard at the time of manufacture” must be permanently affixed to the face protector. If an eye shield is worn attached to the batting helmet, it must be constructed of a molded rigid material that is clear and permits 100 percent (no tint) allowable light transmission. A chinstrap is optional.

The official ball shall have raised seams and be spherical with a smooth surface. The center or core of the ball shall be of a material and design traditionally used to make softballs or of another material or design approved by the USA Softball. The cover shall be horsehide, cowhide, or other material approved by USA Softball. It shall be cemented to the core and stitched with cotton, linen, nylon, or any other material approved by the league officials(Miranda & Emily). A multiple-layer core design ball or a multiple-material core design ball may be approved at the sole discretion of the USA Softball on a case-by-case basis. The stitch color must be Red. The core's internal

composition and the cover's material must be printed on the ball, and the words "Official Fastpitch Softball" must be printed on the ball.

FILED

The softball field shall contain a 60-foot square infield diamond and an outfield area that may or may not be enclosed by a fence. Lime or caustic material of any kind is prohibited. The catcher's box, bases, coach's boxes, batter's boxes, and a three-foot first base line shall be as in the "The Field Diagram." The infield and outfield, including the boundary marks from the apex of home plate to 1st and 3rd and their extended foul lines, are fairground. All other areas are foul grounds. The recommended width of all marked (chalked) lines on the playing field is 2 1/2 inches. Home Plate shall be a 5-sided slab of whitened rubber or similar material. The sides shall be 8 1/2 inches long, and the edge facing the pitcher shall be 17 inches wide and parallel to the pitcher's plate. The sides facing the catcher shall be 12 inches long and on the foul lines.

The First, Second, and Third Bases shall be 15 inches square, made of canvas or other suitable material, and not more than 5 inches high. Each base shall be securely attached to the ground.

"Avoid walking in the fields while wet, pick up trash, and lock up."

SHOES

Shoes are required equipment for all participants. All players must wear shoes with plastic, nylon, canvas, leather, or similar synthetic material uppers.

PENALTY: In divisions that do not allow metal cleats and toe plates, a player who participates with metal cleats or toe plates where prohibited is subject to penalties for bad Sportsmanship. Metal cleats and toe plates must be removed before continuing play.

No Metal Cleats!!

UNIFORMS

Teams must wear identical uniforms at all national and world qualifying tournaments/games. This includes jerseys, long pants or shorts, and leggings. Whether long pants or shorts are worn, all team members must be uniformed alike. **NOTE:** league directors may, individually, permit a player to participate while wearing a different uniform style for religious reasons, inclement weather, etc. Players shall wear uniforms properly and as designed by the manufacturer. A. visors are optional; however, they must be all alike and worn with the Bill forward. Caps, visors, and headbands may be mixed. A headband must be one piece and a single solid color if worn. Plastic visors and bandannas are prohibited B. Any exposed undergarment

becomes part of the uniform and must be a solid color. All exposed undershirts must be the same color. All exposed undershorts (sliders) must be the same color. C. Non-duplicating numbers will be required at all national and World Series qualifying tournaments. 0 and 00, 1 and 01 are examples of different numbers. The numbers must be a minimum of three inches in size and visible.

JEWELRY

Exposed jewelry, judged by the umpire as dangerous, is prohibited and must be removed. Medical alert items are not considered jewelry. If worn, they must be taped to the body so medical alert information remains visible. Flat, unadorned items with no sharp edges or points, such as bobby pins, barrettes, and hair clips (no longer than 2 inches), may be worn as hair control devices. Coaches wristbands (play indicators) are legal.

AGE

8-Under Age Classification – the player, born after December 31, 2013, is ELIGIBLE.
 10-Under Age Classification – the player, born after December 31, 2011, is ELIGIBLE.
 12-Under Age Classification – the player, born after December 31, 2009, is ELIGIBLE.
 14-Under Age Classification – the player, born after December 31, 2007, is ELIGIBLE.

SEP	OCT	NOV	DEC	JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	AGE	DIVISION
2015	2015	2015	2015	2016	2016	2016	2016	2016	2016	2016	2016	7	8U
2014	2014	2014	2014	2015	2015	2015	2015	2015	2015	2015	2015	8	8U
2013	2013	2013	2013	2014	2014	2014	2014	2014	2014	2014	2014	9	10U
2012	2012	2012	2012	2013	2013	2013	2013	2013	2013	2013	2013	10	10U
2011	2011	2011	2011	2012	2012	2012	2012	2012	2012	2012	2012	11	12U
2010	2010	2010	2010	2011	2011	2011	2011	2011	2011	2011	2011	12	12U
2009	2009	2009	2009	2010	2010	2010	2010	2010	2010	2010	2010	13	14U
2008	2008	2008	2008	2009	2009	2009	2009	2009	2009	2009	2009	14	14U

Game

5 Run limit per half-inning

7 Run rule to complete games early

- Games will be called early if a team is ahead by 15 runs after four innings completed or if a team is ahead by eight runs after five innings completed

- No new inning will be started within 5 minutes of game time length.

- All Players MUST be included in the lineup and MUST play six defensive out by the completion of the 4th inning - Maximum roster size is 14 players

- Emily Lopez & Miranda Lopez (Co-Directors) - Rules dispute, general questions or issues
 - (469) 431-6011
 - mirandalopez@dallasclassicsoftball.com
 - (214) 980-9834
 - emily.lopez@dallasclassicsoftball.com
- Andrew Buxkemper- Field questions or maintenance issues
 - 469-781-9035,
 - andrewbux@dallasclassicbaseball.com
- Tim McNair- Umpire questions or issues
 - 214-694-8241



SEASON

- 8 game schedule - Fall
- Post-season tournament- those who want to play will be in town and finish at the top of their division.
- All-Star games will require a tryout for those who want to sign up to compete. Players must be in town for the All-Star games to be considered for a team. Non-D.C.S volunteers will judge tryouts, and D.C.S volunteer coaches will coach. All-Stars games will have a fee for umpires, fields, and uniforms.
- Any team that does not show a game will result in an automatic forfeit.

SCOREKEEPING

- Each team should have a scorekeeper registered and assigned to the team roster
 - Each should record both team's scores discrepancies in the reported score.
- The home team is the official scorekeeper

- The home team is responsible for reporting the score to TBD within 48 hours of the game end
- Subject Line – Division/Date/Time
- Content– Visiting Team Name – Runs Scored
- Home Team Name – Runs Scored
 - Scores@dallasclassicsoftball.com
 - Subject line- Division/game date/game time
 - Visiting team name- runs scored & Home team name- runs scored

DIVISIONS & FIELD SIZE

<i>DIVISIONS</i>	<i>FEMALE PITCHING DISTANCE</i>	<i>BASE PATH RADIUS</i>	<i>PLAYING FIELD</i>
<i>COACH PITCH</i>	<i>35FT</i>	<i>60FT</i>	<i>150-200FT</i>
<i>MACHINE PITCH</i>	<i>35FT</i>	<i>60FT</i>	<i>150-200FT</i>
<i>8 & OPEN</i>	<i>35FT</i>	<i>60FT</i>	<i>150-200FT</i>
<i>10 & OPEN</i>	<i>35FT</i>	<i>60FT</i>	<i>200FT</i>
<i>12 & OPEN</i>	<i>40FT</i>	<i>60FT</i>	<i>200FT</i>
<i>14 & OPEN</i>	<i>43FT</i>	<i>60FT</i>	<i>200FT</i>

- **Visiting Team**
 - Always uses 3rd base dugout
 - Always puts the bases out and places the mound at the correct distance
 - Make sure the dugout gate is locked if you are playing the last game of the day
- **Home Team**
 - Always uses 1st base dugout
 - Permanently remove the bases and replace the plugs in the anchors after the game.
 - Ensure the dugout gate is locked if you are playing the last game of the day.

All Fields have been pre-measured and marked for each distance. Please make sure all base plugs are put up in the correct spot.

During Practice, please place them in the mailbox assigned to each field in the dugouts.

After practice, please ensure they are placed back where the bases are supposed to be located, making it easy for field maintenance to maintain our fields.

5/6U - Tee-ball

- 1:15 game time length.
- No run limit applies.
- Each team is allowed 10 Defensive players (4 outfielders)
- Runners may not steal bases.
- No advancing on overthrows to any base.
- Pitchers may NOT run the ball to 1st base unless ruled legal by the umpire. We are trying to work these athletes towards making true plays.
- 1-Base maximum for batted balls in the infield and 2-Base maximum for batted balls to the outfield unless the ball clears the fence.
- "Avoid walking on the fields while wet, Pick up trash, And lock up." At bat continues on a foul ball.
- Bat through the entire lineup each half-inning.
- Throwing the ball during an at-bat will result in a team warning. If this continues, it will result in an automatic out.

8U - Coach pitch

- D.C.S will provide 11" softballs at the coaches' meeting
- 1:15 game time length
- Each team is allowed 10 Defensive players (4 outfielders)
- Coaches pitch to their teams. If a batter strikes out, they have one swing on the tee to put the ball in play.
- Runners may advance one base on each overthrow (except for the initial play at 1st base)
- The coach's back foot must be no more than a 1' of the end of the pitching circle upon release
- Baserunners are stopped once there is an attempt throw to pitcher

10U - Player pitch/Coach pitch

- 11" softballs will be provided by D.C.S
- 1:20 minute game time
- Each team is allowed 10 Defensive players (4 outfielders)
- Runners may take a lead, but no stealing
- There will be no walks. Four balls or hit by a pitch will result in a coach pitch. The batter count will resume the same.
- The coach's back foot must be no more than a 1' of the end of the pitching circle upon release

- Overthrows to bases will result in a live play. If player attempts to end play but overthrows the pitcher, it will result in a dead ball (umpires judgement).

12U - Player pitch

- 12" softballs will be provided by D.C.S
- 1:30 minute game time
- Each team is allowed 9 Defensive players (3 outfielders)
- Stealing is allowed, including passed balls to the catcher
- Walks are allowed on four balls or hit by a pitch
- Overthrows will result in a live play. If an overthrow is thrown to the pitcher, it will result in a live play and runners may advance at risk.
- The team at bat may use a courtesy runner for the pitcher and/or catcher any time after they reach base other than by substitution. The same runner may not be used for both positions in the same inning. Neither the pitcher nor the catcher will be required to leave under such circumstances
- A true game of softball

14U - Player pitch

- 12" softballs will be provided by D.C.S
- 1:30 minute game time
- Each team is allowed 9 Defensive players (3 outfielders)
- Stealing is allowed, including passed balls to the catcher
- Walks are allowed on four balls or hit by a pitch
- Overthrows will result in a live play. If an overthrow is thrown to the pitcher, it will result in a live play, and runners may advance at risk.
- The team at bat may use a courtesy runner for the pitcher and/or catcher any time after they reach base other than by substitution. The same runner may not be used for both positions in the same inning. Neither the pitcher nor the catcher will be required to leave under such circumstances
- A true game of softball

For more information about softball/ Terminology.



Official Rulebook

When USA Softball entered the picture in 1933, the sport was i...

usasoftball.com



