



Rules and Regulations

Adopted: March 1998

Updated: March 3rd, 2010

Updated: May 5th, 2010

The following special rules and regulations shall apply to all in-town league and division play within DYER GIRLS SOFTBALL LEAGUE, INC. (DGSLI). All other rules and regulations shall be in accordance with the current official N.S.A. Rule Book.

ARTICLE I - ELIGIBILITY

SECTION 1. – ELIGIBILITY

1.1.1. All players must be properly registered in accordance with Rules and Regulations in order to be eligible to participate in any DGSLI League and/or tournament games.

EFFECT: An automatic game forfeiture shall be imposed upon the team that plays an unregistered player for all games that the player in question plays. Managers and/or coaches of the team are subject to discipline by majority vote of the Executive Board.

1.1.2. Players are required to register on a yearly basis at the DGSLI announced pre-season registrations. Late registrations will be accepted in accordance with Rules and Regulations. Except for the adult traveling team, managers and/or coaches are not allowed to register players.

1.1.3. In case of a late sign up, (after the draft) the girl goes to the next team in procession unless another team has less players. No additional sign up will be allowed after April 1st. Any exceptions must have Executive Board approval.

1.1.4. A girl playing on any high school softball team is not eligible to practice or play with a league team until the high school season is complete.

1.1.5 If a player is playing down with board approval, the following year the girl must follow the eligibility guidelines of the next division as stated in Article 1 Section 3.1 (Player Age Brackets.)

1.1.6 If a player is playing down with board approval, the girl is not eligible for All-Star play or to pitch in that division.

SECTION 2. - DGSLI PROPERTY AND MONIES

1.2.1. Any member (i.e. officer, manager, coach, or player) who has failed to turn in uniforms, money, goods, (i.e. tickets, equipment, etc.) or other DGSLI property by the prescribed date will be eligible for suspension by majority vote of the full Executive Board. (SEE DGSLI Constitution Article VII , Sections 3 & 4).



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SECTION 3. - AGES

1.3.1. Player Age Brackets are as follows:

LEAGUE	AGES
<u>6U COACH PITCH INSTRUCTIONAL DIV.</u>	<u>5 AND 6</u>
<u>RAGBALL INSTRUCTIONAL DIVISION</u>	<u>7 AND 8</u>
<u>MINOR INSTRUCTIONAL DIVISION</u>	<u>9 AND 10</u>
<u>MAJOR DIVISION</u>	<u>11 AND 12</u>
<u>SENIOR DIVISION I</u>	<u>13 THROUGH 17</u>
<u>SENIOR DIVISION II</u>	<u>17 THROUGH 26</u>

Ages are as of December 31 of the prior year

ARTICLE II – TEAMS, PRACTICES AND DRAFT

SECTION 1. - TEAMS AND DRAFT

2.1.1. Managers will retain their positions and teams will be allowed to retain their team members from year to year. (SEE DGSLI Constitution Article, Sections 3 & 4). This is subject to agreement by those players eligible to continue play in the division. All slots remaining open on a given team will be filled via a open draft prior to April 1st, with equal numbers of players by age group starting with the oldest first then next oldest and so forth. Teams without a manager may select one from their existing team prior to the draft. If no one volunteers, the team will be placed in the draft. No team will be allowed to acquire a manager outside their existing team. A manager cannot name a coach that is not currently on his/her team. Any girl who has not signed up at least one day prior to the draft will lose her right to request to play on the same team as she played on the previous year. Girls who request to be placed in the draft will play on the new team that drafts her. She will not be permitted an additional exception to not play on a second manager's team and can not be drafted by her previous team.

2.1.2 First choice of team colors and practice times is given to the team with the best record in the division from the prior year. When a manager moves up to the next division, they will not have any seniority and will choose last behind existing teams. If more than one manager is moving up, a flip of a coin will determine who is next in the order. (Their year standings will not prevail.)

SECTION 2. - EXCLUSION

2.2.1. Any girl can list only one manager that she does not want to play for in the new season.



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2.2.2 There will be no special requests for a player to be placed on a specific team, or with a specific player, for any reason.

SECTION 3. - RULES FOR THE DRAFT

2.3.1 Only one manager and one coach will be allowed to attend the draft per team. If a manager or coach is unavailable to attend the draft, then a board member, appointed by president, will draft for said team.

2.3.2 **PITCHER'S DRAFT** Pitchers are "ranked" prior to draft by division commissioner and president of DGSLI. Each team must pick from the highest ranked pitchers, then second highest ranked, and lowest ranked pitchers in that order. A team MAY NOT bypass a higher ranked pitcher for a lower ranked pitcher; once higher ranked pitchers are chosen, then goes to lower ranked, etc. The goal is to have teams with evenly ranked pitchers.

2.3.3 The remaining players in the draft will be chosen by managers according to last season standings (ie. Last place team manager drafts from remaining pool first). Girls are drafted by age – oldest girls MUST be drafted first before younger girls are picked (this is done to ensure fairness of teams for current year and in subsequent years).

SECTION 4. – PRACTICES

2.4.1. Practices cannot start until April 1.

2.4.2. Practices are limited to six (6) hours maximum per week from April 1 to May 5 or season opener.

2.4.3. Practices are limited to three (3) hours maximum per week after season begins May 5 to July 15. No practices are allowed on fields that have been set/lined for game play.

2.4.4. DGSLI sanctions practices at Northgate Park only. Any team practices held outside Northgate Park are not sanctioned by DGSLI; therefore liability will be the responsibility of the parents.

2.4.5 Sunday practices are allowed if inclement weather has prevented a team from a regular practice. Managers cannot mandate a Sunday practice regardless of circumstances.

2.4.6 Sunday practices cannot begin prior to 12:00 pm and can only last 90 minutes.

2.4.7 Requests for Sunday practices should be emailed to the division commissioner. In the event of more than 1 team requesting a Sunday practice, the commissioner of that division will provide a schedule for that particular date.

ARTICLE III - GAME SCHEDULING AND POSTPONEMENTS

SECTION 1. - STARTING TIMES



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3.1.1. The starting time, date and field for regular season games shall be per the league schedule. If a game has to be rescheduled, the Umpire-In-Chief shall determine the time and place for the makeup. In the event a team cannot field the required minimum number of players within 15 minutes after the scheduled time, a forfeit may be declared by the umpire or by the ready team if no umpire is provided. There must be a minimum of 8 players to start a game or it is forfeited. If any injury results in less than 8 players that team must forfeit. No inning shall start after 90 minutes have elapsed from the game start time. If a game has not been completed within the 90 minute limit, and it is not yet a regulation game, and if there is not a game scheduled after that game, play may continue until the game reaches regulation length.

Game times for unlighted fields are as follows:

3.1.2. Game start times will be 6:00 P.M. Monday through Friday. Weekend games as schedule dictates, no later than 6 p.m. start time.

Game times for lighted fields are as follows:

3.1.3. Game start times will be 6:00 P.M. and 8:15 P.M. Monday through Friday. Weekend games as schedule dictates, no later than 8:15 p.m. start time.

3.1.4. Late games shall stop no later than 10:15 P.M. Games not regulation rescheduled according to Section 8.

SECTION 2. - FIELD SET UP

3.2.1. The home team shall set third base and the pitcher's plate & the visiting team to set first base and second base (if no field maintenance is available). The home team is responsible for removing third base and the pitcher's mound at the conclusion of the game and the visiting team is responsible for removing first base and second base at the conclusion of the game (unless there is a game scheduled after your game).

SECTION 3. - GAME BALLS

3.3.1. The new game ball shall be provided by the home team and used at all times. If, for some reason, the new game ball becomes unavailable for play, the back-up ball shall be used to keep the game from stopping. Home team shall occupy third base dugout.

SECTION 4. - UMPIRES

3.4.1. DGSLI provided umpires shall be utilized throughout scheduled play. In the event umpires are unavailable, or do not show, the game shall then be played with volunteers if approved by both managers. If either manager does not approve of the volunteer umpires the game must be rescheduled. If volunteer umpires are provided, the home team shall provide the plate umpire and the visiting team the base umpire, unless agreed upon otherwise.

SECTION 5. - RAIN-OUTS



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3.5.1. A rain-out can only be declared by the Home Plate Umpire, League President, or the Umpire-In-Chief. If no umpires show and the Umpire-In-Chief or League President cannot be contacted, both the home team manager and visiting manager shall make the decision. If the home team manager decides to play the game, umpires shall be determined in accordance with Section 4. The home team manager must wait 30 minutes before making a decision to cancel the game.

EFFECT: Rescheduled according to Section 8.

SECTION 6. - POSTPONEMENT

3.6.1. A game postponement may be requested of the Executive Board by either manager in the first two weeks of the season. The manager must make the request to the Commissioner of their respective Division at least seven (7) days before the scheduled game. Managers will be notified at least 48 hours prior to the game of the decision by their respective Division\Commissioner. The reason for this is not to penalize a team because of mandatory school function attendance.

EFFECT: Rescheduled according to Section 8.

SECTION 7. – WEATHER

3.7.1. If a game is called because of weather, darkness or other condition, it will be considered complete if a minimum of five (5) innings were played (4 1/2 if the home team was winning) even though all players on both teams have not met the player obligation rule. It is the responsibility of the home team manager to notify his/her respective league commissioner of an incomplete game, the umpires present and any other pertinent information.

EFFECT: Reschedule according to Section 8.

3.7.2. If lightning detector goes off, all play will discontinue immediately and all players and fans will vacate the area.

3.7.3 There will be a mandatory "all clear" at the shortest distance on the detector for 15 minutes until play can resume. If 30 minutes has elapsed without an all clear, play will be discontinued and rescheduled according to Section 8.

SECTION 8. - RESCHEDULE GAMES

3.8.1. All games must be played. Games that are not regulation or regulation tie games, shall be rescheduled and resumed at the exact point where it was stopped until minimum requirements for a regulation game are met. To reschedule a game, the affected managers will agree on three (3) acceptable dates within 3 days, then the home team manager will contact the Umpire-In-Chief, who will assign the first available opening of the chosen time slots. Should none of the three (3) choices be available or the affected managers cannot agree on a scheduled date, the Umpire-In-Chief, along with the Division Commissioner shall reschedule the game.



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SECTION 9. - CLEAN UP

3.9.1. Both teams will clean up the dugout and bleacher areas after each game. The manager of any team failing to fulfill this responsibility will be given a warning by his/her Division Commissioner. Additional offenses shall result in a review by the Executive Board and appropriate disciplinary actions shall be taken.

SECTION 10. - SCORE KEEPING AND TEAM RESPONSIBILITIES

3.10.1. If scorekeeping numbers are available or electronic scoreboard control is operational, the visiting team shall be responsible for keeping the score during the game and shall replace the scoring materials in the lock box after the game or deliver to the next visiting team in the event that there is an immediate following game.

3.10.2. The home team will be responsible for removing the pitcher's plate and the bases. They are also responsible for replacing them back in the lock box and locking the lock box unless there is an immediately following game.

ARTICLE IV - GAME CONDUCT

SECTION 1. - CONDUCT

4.1.1. It is the responsibility of the managers, coaches and other participating adults to set a good example for the players in their charge. Furthermore, it is the manager's responsibility to keep their players, parents and fans under control.

EFFECT: One team warning, thereafter, the guilty party is to be removed immediately from the playing area or the team shall suffer forfeiture. Any manager failing to comply with the above conduct rule will be subject to disciplinary action by the Executive Board.

SECTION 2. - SWEARING

4.2.1. No swearing by players, managers, coaches, umpires, scorekeeper or fans.

EFFECT: The guilty party is to be ejected from the game. If the guilty party refuses to leave the park that team will forfeit. If the infraction is by the umpire, the Umpire-In-Chief shall be notified by the managers.

REFERENCE: Article V, Section 1, 5.1.1.

SECTION 3. - NAME CALLING

4.3.1. Personal or derogatory comments or name calling of any kind shall not be permitted. Also, opposing players may not call each other by their real names as a means to distract in the course of play.

EFFECT: One team warning; there after, the guilty party is to be ejected from the game.



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SECTION 4. - FIGHTING

4.4.1. Physical fighting will not be tolerated. The guilty party is to be removed immediately. All incidents must be reported to the Executive Board. It is the responsibility of the opposing manager to report these incidents.

SECTION 5. - UMPIRE CALLS

4.5.1. Judgment calls by the umpires can not be argued or protested. If there is a question, the manager should request a time-out and discuss the situation in a rational manner.

4.5.2. Only one team representative (manager or coach) from each team may discuss a disputed call with the umpires.

EFFECT: One team warning; thereafter, the guilty party is to be ejected from the game.

SECTION 6. - WHERE SHOULD PLAYERS BE

4.6.1. All team players must remain in the dugout during the entire course of the game except when in the field, at bat, serving as a base coach or warming up. No player is to be behind the backstop at any time.

Managers, coaches and spectators **will not be permitted** behind the backstop. When this infraction is detected, play shall be stopped and the umpire(s) shall order the area cleared.

SECTION 7. - SMOKING

4.7.1. Use of tobacco products is not permitted in the playing area, or on the bench by players, managers, coaches or umpires. Players are not permitted to use any tobacco products at any time during the game. If any adult deems it necessary to use a tobacco product, he/she must remove themselves to the spectator area.

SECTION 8. - ALCOHOL

4.8.1. No alcoholic beverages are allowed.

ARTICLE V - GAME PLAY

SECTION 1. - PLAYER PARTICIPATION ALL DIVISIONS AND AGE BRACKETS

5.1.1. Every player present at the beginning of the game must play a minimum of three full innings of defense except for Ragball and Minors. Every player must play a minimum of two full regular season games.

EXCEPTIONS:

- (1) When the player is injured, becomes ill, or is removed by an umpire.
- (2) When there is a disciplinary action against a player. However, if a managers wishes



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to take this type of action he/she must have the approval of the opposing manager.

5.1.2. All line-ups including players name and number shall be ready and presented to the plate umpire and opposing team and official scorer 5 minutes prior to the scheduled game time. All injured or sick, but present, players must be reported to the Plate Umpire and opposing Manager before the start of the game.

5.1.3. If a player is not present at the time the lineups must be turned in her name must be placed at the bottom of the lineup. If her turn to bat arrives and she is not present that turn at bat shall be passed over without penalty.

EXCEPTIONS:

(1) When the player arrives after the start of the game, it shall be the decision of the player's manager whether or not the player will be allowed to play. If the player is allowed to play, she must fulfill the player obligation if possible.

5.1.4. Violation of player obligation rules 5.1.1. shall result in forfeiture of the offending teams last victory. The umpire for that game must be notified while at the field that rule 5.1.1. has been violated in order for forfeiture to be enforced.

5.1.5. All players, in the official lineup, will have a turn at bat unless injured.

SECTION 2. - SUBSTITUTION

5.2.1. All substitutions must be given to the opposing manger and home plate umpire during the half inning which the player enters the game.

SECTION 3. - BAT THROWING

5.3.1. Bat throwing shall not be allowed. This shall be an umpire's judgment call.

EFFECT: The batter is out; the ball is dead, and all runners must return to the base occupied at the time of the pitch.

SECTION 4. - UNIFORMS

5.4.1 All team players shall wear the DGSLI approved uniforms. The DGSLI approved uniform for the Ragball, Minor, and Major Divisions shall consist of team shirt, socks, hat and long white softball pants or league provided black shorts. All members of team must be in exact same uniform. (No variation is allowed for any tournaments.) In the Senior I and Senior II Divisions, each team will wear team shirt and socks, uniform leggings, black or white shorts, and/or softball pants. All players will wear necessary safety equipment, i.e. sliding pads and sliding shorts.

5.4.2. Only lettering and patches authorized by DGSLI will be allowed on uniforms.

5.4.3 Torn shirts or pants must be repaired prior to reporting for the game.



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5.4.4. Sleeves cannot be removed.

5.4.5. Headwear is to be in accordance with current A.S.A. Rules.

EFFECT: Any violation of 5.4.1. through 5.4.5. may result in player being declared ineligible by the umpire. N.S.A. penalties apply if player utilized after being declared ineligible.

5.4.6. In addition to N.S.A. requirements, in-town league catchers must wear shin guards, chest protector, face mask with throat guard and helmet that covers the ears during a game or while warming up a pitcher.

5.4.7. No steel spikes will be allowed.

SECTION 5. - PITCHERS

5.5.1. Players will not be allowed to pitch more than those innings as required in each Division. Manager must make available to the opposing manager at the start of the game how many innings his pitchers have available to pitch in that game.

5.5.2. Pitchers will be tracked by "outs" rather than "innings". One complete inning consists of three (3) outs. If a pitcher walks two (2) batters and strikes out one (1), that pitcher will be charged with one third (1/3) of an inning.

EFFECT: Any violation of a pitcher violating the number of allowable innings pitched for their respective division, a penalty of five (5) runs per out over the limit will be awarded to the opposing team.

5.5.3. Innings pitched during rain out or suspended games are not counted until the game becomes official.

5.5.4. Ragball Division through Senior Divisions: Any pitcher hitting 3 batters in an inning must be removed from that position for the remainder of the inning.

5.5.5. The pitcher removed for violation of 5.5.4 can pitch in another inning but upon hitting 3 additional batters in an inning must be removed from that position for the remainder of the game. (Ragball note: same pitcher hitting one batter after rule 5.5.4. is removal from that position for remainder of the game.)

SECTION 6. - GAME RULES

5.6.1. The following are rules in addition to the N.S.A. rules. If the Dyer rule conflicts with the N.S.A. rules, the Dyer Rule shall prevail.



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ARTICLE VI - INDIVIDUAL DIVISION STANDING RULES

SECTION 1. – INSTRUCTIONAL DIVISION

6.1.1 Games shall consist of 3 innings.

6.1.2 All girls will take the field.

6.1.3 Players are in regular field positions. The player on the pitching mound will stand off to one side when a coach is pitching to allow them to field the ball. Outfield is staggered behind the baseline to accommodate extra players on the field.

6.1.4 Everyone bats during each inning.

6.1.5 Outs are not counted against the team at bat.

6.1.6 No more than 4 pitches from the coach, then the batter must hit from a tee.

6.1.7 Runners advance one base at a time.

6.1.8 Last batter runs and clears all bases.

6.1.9 If the ball reaches first base before the runner, the girl is out and returns to the bench.

6.1.10 Score is not kept.

SECTION 2. - RAGBALL DIVISION

6.2.1. N.S.A. 5.0: 10 and Under Fast Pitch Rules shall apply except as noted within.

6.2.2. Games shall consist of six (6) innings or 90 minute time limit.

6.2.3. Base distance shall be fifty (55) feet.

6.2.4. Pitching distance shall be thirty (30) feet. A manager or coach is allowed to be behind the catcher to return ball to pitcher in effort to keep pace in game. However, said coach is NOT allowed to instruct, comment, cheer or make any verbal comment from behind the plate.

6.2.5. Four (4) innings will be considered a regulation game.

6.2.6. A fifteen (15) run slaughter rule shall apply after four (4) complete innings.

6.2.7. Sliding shall not be allowed. No stealing. No passed balls. No dropped 3rd strikes. No walks allowed. If pitcher pitches 4 balls, the manager will pitch strikes so batter can hit and pitcher stands to side and fields balls hit to mound. Manager/Coach can pitch a maximum of 8 pitches to a batter when a batter must hit or be called out on strikes. If batter has 3 strikes (called or swinging) whether pitched by player or coach, she is out.



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6.2.8. Players must play 3 innings but they need not be consecutive innings.

6.2.9. Pitchers shall pitch a maximum of 3 innings in any game. Innings are counted as outs, so a pitcher can pitch a maximum of 9 outs.

6.2.10 There will be a 7 run rule in effect in that no team may score more than 7 runs in an inning. Upon the 7th run safely crossing the plate the inning will end.

6.2.11. Substitutions should be reported in the inning that the substitution is made. Alternate: Substitution reporting enforcement shall be up to the agreement of the participating managers.

6.2.12. Pitchers Circle: When the ball is thrown to the pitcher within the circle and the pitcher has control of the ball, the runners can no longer advance. If the runner is more than half way to a base in the umpires judgment, the runner is awarded the next base. If they have not reached the half-way point they must go back to the previously tagged base. This applies to the lead runner and everyone behind her is assigned a base per the umpire's judgment

6.2.13. Overthrow rule: In the case of an overthrow to 1st base or 3rd base, the play becomes dead and runners may not advance. All base runners are allowed only one base on an overthrow at 2nd base. Runners may not advance once infielder has position of the ball in front of a runner.

6.2.14. Hit by Pitch: If a batter gets hit with a pitch, coach comes in to pitch (total 8 pitches maximum). The count will continue as it was.

6.2.15. A Manager/Coach will be allowed behind second base to give instructions to the defense without impeding the progress of the game.

6.2.16. A ball put into play in the infield (gravel/acrolyte) and results in a single (one base) and the baserunners may only advance one base. If a ball is hit into the outfield (grass), the batter and baserunner(s) may advance until ball is controlled by pitcher within the circle.

6.2.17. Earrings are allowed as long as they can be kept covered the entire game. No dangle earrings allowed.

SECTION 3. - MINOR DIVISION

6.3.1. N.S.A. 5.0: 10 and Under Fast Pitch Rules shall apply except as noted within.

6.3.2. Games shall consist of six (6) innings or 1 Hour, 40 Minute time limit.

6.3.3. Base distance shall be sixty (60) feet.

6.3.4. Pitching distance shall be thirty-five (35) feet.



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6.3.5. Four (4) innings will be considered a regulation game.

6.3.6. Slaughter Rule:

6.3.6 A: If a team is behind by twenty (20) runs or more after completing three (3) full innings at bat (2½ for the visiting team), the game is officially over.

6.3.6 B: If a team is behind by fifteen (15) runs or more after completing four (4) full innings at bat (3½ for the visiting team), the game is officially over.

6.3.6 C: If a team is behind by ten (10) runs or more after completing five (5) full innings at bat (4½ for the visiting team), the game is officially over.

6.3.7. Sliding shall be allowed, but players must slide to avoid collision. Sliding pads are optional, but if a player does not slide where the situation calls for it, then that player is called out. This shall be the base umpires judgment.

6.3.8. There will be an 7 run rule in effect in that no team may score more than 7 runs in an inning. Upon the 7th run safely crossing the plate the inning will end.

6.3.9. Substitutions should be reported in the inning that the substitution is made. Alternate: Substitution reporting enforcement shall be up to the agreement of the participating managers.

6.3.10. Pitchers shall pitch a maximum of 3 innings in any game.

6.3.10 A After four (4) consecutive walks, the following rule applies: If pitcher pitches a 4th consecutive walk, the batter may not advance to 1st base. Instead, the manager will pitch strikes so batter can hit and pitcher stands to side and fields balls hit to mound. Manager/Coach can pitch a maximum of 4 pitches to a batter when a batter must hit or be called out on strikes. If batter has 3 strikes (called or swinging) whether pitched by player or coach, she is out.

6.3.10B. Rule 6.3.10A **SHALL NOT APPLY** for the 2010 season. After the fourth consecutive walk, the batter shall take her base. There is **NO coach assisted pitch** for the Minors division for the 2010 season, regardless of which field, town, or team we are playing at. The inning will end at the 7th run safely crossing home plate. See Rule 6.3.8.

6.3.11. Overthrow rule: In the case of an overthrow to 1st base the runner should receive second base and the play considered dead. The runners on base cannot advance more than 2 bases.

6.3.12. Pitchers Circle: When the ball is thrown to the pitcher within the circle and the pitcher has control of the ball, the runners can no longer advance. If the runner is more than half way to a base in the umpires judgment, the runner is awarded the next base. If they have not reached the half-way point they must go back to the previously tagged base. This applies to the lead runner and everyone behind her is assigned a base per the umpire's judgment.

6.3.13. 10th player must start play in the grass until the pitch is released.



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6.3.14. Bunting is allowed.

6.3.15 Stealing is allowed, but a runner can only steal after the ball has crossed home plate. No lead-offs are allowed. A runner **CANNOT** steal home plate.

SECTION 4. - MAJOR DIVISION

6.4.1. N.S.A. 5.0: 12 and Under Fast Pitch Rules shall apply except as noted within these Rules and Regulations of DGSLI.

6.4.2. A fifteen (15) run slaughter rule shall apply after five (5) complete innings. A twenty (20) run slaughter rule shall apply after four (4) complete innings.

6.4.3 There will be an 8 run rule in effect in that no team may score more than 8 runs in an inning. Upon the 8th run safely crossing the plate the inning will end.

6.4.4. Sliding is allowed, but players must slide to avoid collision.

6.4.5 Dropped 3rd strike is allowed.

6.4.6. Games shall consist of 7 innings or 90 minute time limit. If game cannot be completed, five (5) innings will be considered a regulation game.

6.4.7. Base distance is sixty (60) feet.

6.4.8. Pitching distance is forty (40) feet.

6.4.9. 10th player must remain in outfield. Positions should be right field, left field, right center and left center and in an arc or halo formation. No staggered outfield, no short center.

SECTION 5. – SENIOR I DIVISION

6.5.1. N.S.A. 5.0: 16 and Under Fast Pitch Rules shall apply except as noted within the Rules and Regulations of DGSLI.

6.5.2. A fifteen (15) run slaughter rule shall apply after five (5) complete innings.

6.5.3. Pitchers shall pitch a maximum of 10 innings in any 2 consecutive games. In the event of a scheduled double header, the combination of innings pitched in both games cannot total more than 10 innings.

6.5.4 10th player must remain in outfield. Positions should be right field, left field, right center and left center and in an arc or halo formation. No staggered outfield, no short center.

6.5.5. A scorebook and record of innings pitched will be kept in the equipment box on the senior field. At the conclusion of the game, both managers must record score and pitcher information and both sign for verification. Scorebook and record will be placed and maintained by Division



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SECTION 5A – SENIOR II DIVISION

6.5.6. 26U plays under NSA rules.

SECTION 6. - TRAVELING TEAM

6.6.1. The rules of the respective tournament or league in which they are participating shall apply.

ARTICLE VII - GAME RESULTS

SECTION 1. - REPORTING FINAL SCORE

7.1.1. The manager of the winning team is to report the final score to his/her respective Commissioner that day. Commissioner shall post standings for his/her Division weekly on the DGSLI website.

ARTICLE VIII - LEAGUE STANDING AND TROPHIES

SECTION 1. - TROPHIES

8.1.1. Trophies to be awarded for 1st and 2nd places for most games won.

8.1.2. In case of a two way tie for the first place in any division, there will be a play off game to determine 1st and 2nd place. This game will be scheduled by the President. For this game only, both teams will be allowed to pitch any player for as many innings as they wish.

8.1.3. In case of a three way tie, there shall be a 3 team round robin with each team playing each other. The team winning two games shall be declared the champion.

8.1.4. A Sportsmanship Award will be given at the annual banquet for the girl on each team who is judged by her Manager and Coaches who exhibits the best attitude.

ARTICLE IX - ALL-STARS

SECTION 1. - ALL-STARS

9.1.1. Tryouts shall be scheduled by the Division Commissioner and shall be held for players wishing to be selected for All-Stars.

9.1.2. Attendance by a player at the tryouts is mandatory, unless excused by the Division Commissioner but attendance at the tryouts does not guarantee a position on the team. If a tryout is scheduled and not enough players attend to fill a team, the All Star manager with the approval, of the commissioner, shall approach girls in the division to fill the team.



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9.1.3. All Managers in that Division (with assistance of the coaches) shall vote on the various players with the 12 highest vote getter making the team.

9.1.3.2 In the event of multiple tie scores, a second evaluation of those players shall be scheduled prior to the final selection of the team.

9.1.3.3. Major Division: All managers or designated representatives in that division shall vote on the various players with the eighteen (18) highest scores, selecting a minimum of 12 and a maximum of 13 players.

9.1.4. If a player cannot play due to injury or any other conflict, the next highest vote getter will be asked to join the team.

9.1.4.1. Major Division: If a player cannot play due to injury or any other conflict, the All-Star manager and coaches will select a replacement from the remaining individuals left from the pool of eighteen (18).

9.1.5. For any player to be selected for All-Stars she must attend at least 60% of her team's games.

9.1.6. Teams shall be picked for All-Stars at the appropriate time to prepare for All-Star Tournaments.

9.1.7. Any new players added to an All Star team must come from the next highest vote getters at the All Star selections. If none of these players, which were not selected, wish to join the team, then the manager, with the permission of the Division Commissioner, shall approach girls from the division to play on the team.

SECTION 2. - ALL-STAR MANAGERS AND COACHES

9.2.1. Commissioner of each division has first choice of taking and managing their respective All-Star team. If the Commissioner passes, the manager with the most seniority in that division has next choice.

9.2.2 Managers will have discretion to select 3 parents or coaches to assist with their All-Star team.

9.2.3 All-Star coaching selection will then be approved by the board.

SECTION 3. - ALL STAR PLAY

9.3.1. All Star managers shall be encouraged to give each All Star a reasonable and fair opportunity to participate in games. This does not require "equal" participation but an attempt at being reasonable.

9.3.2. No All Star player shall sit for more than one game at a time without playing.



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9.3.3 Individual tournament rules should be followed.

ARTICLE X - PROTESTS

SECTION 1. - NOTIFICATION OF PROTEST

10.1.1. The Division Commissioner shall be notified within 24 hours, in writing along with a \$50.00 protest fee, by the protesting manager of the N.S.A. Rule, Dyer Girls Softball Rules and Regulations that was allegedly violated and the circumstances involved. A protested game shall continue to completion unless affected by Section 8.

SECTION 2. - MEETING

10.2.1 The Division Commissioner shall then set up a meeting with the appropriate Protest Committee within three days.

10.2.2. All involved managers, umpires, coaches, etc. shall be asked to attend, each side to have separate interviews. If unable to attend, a written statement shall be submitted to the Committee, if requested.

SECTION 3. - PROTEST DECISION

10.3.1. The Protest Committee will make their decision, and if the protest is found to be valid, will apply the appropriate remedy according to N.S.A. Rules, UGSI Rules, our By-Laws or standing rules.

10.3.2 The Protest Committee will inform the managers of their decision immediately.

SECTION 4. - PROTEST FEE

10.4.1. If a protest is lost, a \$50.00 fee shall be paid to the league. If the protest is upheld the protest fee will be returned to the manager.