



Diamond Council Of Columbia, Inc.
P. O. Box 576, Columbia, Missouri 65205
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573 – 499 – 9741

COACHES and PARENTS HANDBOOK

Last Update March 31, 2026

On-line Version is most up-to-date.

Any changes from our printed books are highlighted in Yellow in this on-line version.



**Diamond Council of Columbia, Inc. is not-for-profit corporation, co-sponsored by the
City of Columbia Parks and Recreation.**



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Diamond Council is a not-for-profit organization run by a volunteer board of directors.

2026 OFFICERS & BOARD MEMBERS

2026 Diamond Council Executive Committee

Brandon May, President
Scotty Roberts, Vice President-Baseball
Alan Bunch, Vice President-Softball
Nile Kemble, Past-President
Steve Hirt, Secretary
Debbie Glover, Treasurer
Paul Blythe, Executive Director

Board Members

Jody Blythe
Jason Johnston
Jeremy Dalton
Brian Schultz
Adelaide Akers

Contact information on our board members is available on our web site.

All meetings are open to parents, Coaches, and others interested. Meetings are usually held the 2nd Thursday of each month at 6:30 at the American Legion. Call 499-9741 to confirm location and times of meetings.

COMMITTEES, CHAIRS & VOLUNTEERS

Baseball Commissioner	Scotty Roberts
Softball Commissioner	Alan Bunch
Sponsors	Paul Blythe
Rules	Alan Bunch, Jeremy Dalton, Scotty Roberts
League Coordinators	Paul Blythe
Equipment	Brandon May
Grievance Committee	Brandon May, Scotty Roberts, Alan Bunch
Umpires	Paul Blythe, Alan Bunch
Events/Social Media	Paul Blythe, Jody Blythe, Nile Kemble
Educational Scholarships	Paul Blythe, Jody Blythe, Nile Kemble, Debbie Glover
Tournaments	Paul Blythe, Jason Johnston
Antimi Concessions Building	Paul Blythe
Coaches Clinics	Paul Blythe, Steve Hirt

2026 LEAGUE COORDINATOR INSTRUCTIONS

2026 League Coordinators

4U TBall (coed) Brandon May 573-489-0493

5U TBall Brandon May 573-489-0493

6U Boys- Jeremy Dalton 573-268-4525

7/8U Boys – Nile Kemble 573-356-0043

9/10U Boys – Paul Blythe 573-864-9121

11/12U Boys - Paul Blythe 573-864-9121

13/14U Boys – Scotty Roberts 573-999-0076

15-18U Boys – Scotty Roberts 573-999-0076

6U Girls - Adelaide Akers 785-230-4623

7/8UGirls – Adelaide Akers 785-230-4623

9/10U Girls – Brian Schultz 573-356-8991

11/12U Girls – Brian Schultz 573-356-8991

13/14U Girls – Brian Schultz 573-356-8991

15/18U Girls- Paul Blythe 573-864-9121

Team Formation

Priority of requests are as follows:

1. Requests of Sponsors for a player or Coach. Sponsors who are Coaches will sponsor their own player's team.
2. Request of a Head Coach for one assistant
3. Players of Coaches and assistant Coaches
4. **Mutual** teammate requests
5. Neighborhood/School relationships as determined by the location of the sponsor or head Coach.
6. One sided teammate requests may be considered provided the requested player has not had a previous mutual request
7. A request for a Coach is not a consideration in forming teams
8. Split schools with 16 players 8 & 8 not 3 & 13. Neighborhoods with 12 or 13 players will have their own team.

Late registrations will be placed on teams by the Executive Director based on space available Requests may not be fulfilled.

All head Coaches must submit to have a background check. Diamond Council uses USA Baseball for background checks.

PHONE NUMBERS

RAINOUT HOTLINE	874 – 7663 (1,1)
COLUMBIA POLICE DEPT	911
LEAGUE COORDINATORS	See Page 3
Rule problems	
Coach, fan or player complaints	
BASEBALL COMMISSIONER	Scotty Robert 573-999-0076
SOFTBALL COMMISSIONER	Alan Bunch 573-268-7765
FACILITY PROBLEMS	874 – 7706 or 864-9121 Rest rooms, fields, lights, trash etc.
EQUIPMENT PROBLEMS	Brandon May 573-489-0493
UMPIRE PROBLEMS	Paul Blythe 573-864-9121
BATTING CAGE COMBINATION	0911
INJURY & INSURANCE FORMS	573-499 – 9741



Diamond Council of Columbia, Inc.

SafeSport Policy

Diamond Council of Columbia is committed to providing and a safe environment for the youth of Columbia participating in its baseball and softball programs. To ensure the environment is safe throughout the season the following policy is in place;

The SafeSport Act includes six categories: bullying, harassment, hazing, emotional misconduct, physical misconduct and sexual misconduct, including child sexual abuse. In compliance with the SafeSport Act, Diamond Council commits to reporting abuse immediately to local and federal law enforcement, or a child-welfare agency designated by the Justice Department.

- DC maintains a written SafeSport Act policy
 1. Policy and training materials is approved by the Board of Directors
 2. Copy of the policy is included in the Diamond Council Handbook
 3. Policy is subject to an annual review by the Board of Directors
 4. Policy is reviewed with Coaches at the Coaches' clinic
 5. Background checks and abuse training will be provided by USA Baseball
- Background checks and online abuse training is required for all Head Coaches, Assistant Coaches, Umpires and Board Members. Background checks and abuse training will be provided through USA Baseball.
- Background checks are not be required for current Columbia Public School and MSHAA employees. Columbia Public Schools and MSHAA have background check requirements that are acceptable to Diamond Council. Acceptable documentation required in order to waive a Diamond Council background check will be;
 1. Columbia Public Schools (CPS) – Either current paystub or direct Verification of Employment (VOE) with CPS Human Resources Department. Coach authorization for a background check or VOE will be included on the registration form
 2. MSHAA – Umpire will provide their 2020 registration number
- All Head Coaches, Assistant Coaches, Umpires and Board members must recertify their background check and abuse training annually.
- All Head Coaches and Assistant Coaches will be required to attend DC's Coaches Clinic
- All Umpires will be required to attend one umpire training session that will include the online abuse training.
- Certified Coaches are the only individuals permitted on the fields at practices and games.
- Information to be included on Diamond Council ID card;
 1. Photo
 2. Name
 3. Certified completion of Background Check and Abuse Training
 4. Expiration date; All IDs expire after 12 months from approval.
- Coaches must have background checks and training completed in order to pick-up equipment.
- Responsibility for monitoring and enforcement of the SafeSport Act;
 1. Diamond Council Board Members
 2. Coaches
 3. Umpires
 4. Parents
- Competitive teams are bound by Diamond Council's SafeSport policy. Competitive teams are expected to run their own background checks and abuse training. DC has no input or oversight

in the selection of Head Coaches or Assistant Coaches on Competitive teams, however, compliance to DC's SafeSport policy is required.

- Protocol for implementing and monitoring the SafeSport Policy requires reporting to the proper law enforcement agencies and reporting to Diamond Council.

All physical misconduct and sexual misconduct, including child sexual abuse, should be reported directly to law enforcement. Reporting can be completed by calling the Missouri Child Abuse and Neglect Hotline at 800-392-3738 or by filing a report online at <https://apps.dss.mo.gov/OnlineCanReporting/default.aspx> .

Incidents involving bullying, harassment, hazing and emotional misconduct can be reported to Coaches, League Coordinators, Board Members or the Executive Director of Diamond Council.

- Diamond Council's SafeSport Act policy is approved by the Board of Directors annually for completeness. The policy was last reviewed 03/01/2020.



Points of Emphasis

1. Tball catchers are required to wear a helmet with a mask. On deck batter will be behind the batter and up the fence line or behind the Coach

2.Kid pitch/Coach pitch leagues, 10U boys and girls an 12U girls. Coach comes in to pitch after a 4 ball count; Pitchers will only pitch (4) called balls to a batter. Foul balls will be counted as strikes. At the end of the four ball count the COACH of the batting team will pitch two pitches to the batter. Coaches are to pitch from the front of the mound or pitchers circle. If the batter does not hit one of the pitches the batter will be declared out. Foul balls on the last pitch will continue the at bat. If a Coach has to pitch to three consecutive batters, then, the pitcher must be replaced by another pitcher for the remainder of the inning. A player may return to pitch in a later inning. **NO WALKS.** Stealing or advance is permitted. Only one base may be advanced per pitch, regardless of an overthrown ball.

3.Pre-game infield is not permitted. Teams may take ground balls on the outfield side of the first and second base baseline and the second and third base baseline only if time permits.

4.Unsportsmanlike conduct on the part of players, Coaches or fans will not be tolerated. This includes trash talking or taunting, i.e. hey batter, batter swing. Players may only direct their comments and chatter to their own teammates. Umpires may, but are not required to, warn players, Coaches or fans of unacceptable conduct. Unsportsmanlike conduct will result in ejection from the game. Any player, Coach or fan throwing any object on the field or in the dugout, will be warned for the first offense and ejected on the second offense. If a player or fan is ejected, the Head Coach may also be ejected at the discretion of the umpire. A second ejection of an offending fan, player or Coach will result in the suspension for the remainder of the season. DC reserves the right to suspend a Coach, player, parent or fan at any time during the season. As a Coach, if you have a problem with a Coach or a player from the opposing team, discuss the problem with the umpire and let the umpire handle the problem. **Do not confront the opposing Coach or player.** If the problem does not get resolved then call your league coordinator.

5.ALL softball pitchers will be required to wear a fielding mask.

6.Softball pitchers are **not required** to pitch in a windmill motion.

7.Games could start up to 10 minutes earlier than scheduled.

8.The use of hit sticks in the field of play is prohibited.

9.10U & up ALL home teams will be established by a coin flip at the pre-game coaches meeting at home plate.

Coach Ejections

If a coach is ejected from a game by the umpire, the following rules shall apply:

First Offense: The Coach is suspended from the next game and placed on probation for the season. If your actions on the field result in a forfeit of the game, this will automatically result in a 2 game suspension.

Second Offense: If a coach is ejected for a second time in a season, this will result in a suspension from all coaching duties for the remainder of that season and could impact future coaching opportunities or the ability to attend games as a spectator.

If a parent is ejected from the game the Head Coach shall be ejected as well, however this shall not result in suspension or probation for the Head Coach. Head Coaches are responsible for the actions of their players, parents and coaches.

These same rules apply for parents

Diamond Council Code of Conduct

Diamond Council programs promote the physical, social, and emotional development of the youth of Columbia and surrounding communities. Therefore, coaches and parents should encourage children to embrace the values of good sportsmanship, and should model good sportsmanship by demonstrating fairness, respect and self-control. For a child to participate in Diamond Council programs the child's parents must obey this Code of Conduct. Parents and coaches must be responsible for their words and actions while attending a Diamond Council event, and obey this Code of Conduct.

Parents must not engage in or encourage their child or anyone else to engage in:

1. Unsportsmanlike conduct with any coach, parent, participant, official, or other attendee;
2. Any behavior that would endanger the health, safety, or well-being of any coach, parent, participant, official, or other attendee;
3. The use of profanity;
4. Treating any coach, parent, participant, official, or other attendee with disrespect based on race, creed, color, national origin, sex, sexual orientation or ability;
5. Verbal or physical threats or abuse of any coach, parent, participant, official, or other attendee;
6. Initiating a fight or scuffle with any coach, parent, participant, official, or other attendee;

Parents who violate this Code of Conduct while attending a Diamond Council event, will be subject to disciplinary action by authorized game or Diamond Council officials, including but not limited to the following in any order or combination:

Verbal or written warning;
Suspension or immediate ejection from a sports event; and/or
Season suspension or multiple season suspension.

BASEBALL GENERAL RULES

Diamond Council Leagues, ages 13-18, follow the Missouri State High School Activities Association (MSHSAA) rules for baseball with the exceptions noted below. All other baseball leagues follow USSSA rules.

Organization of Leagues

Age as of August 1st or grade in school

Boys	Recreational	age 4 (Coed)
Boys	Recreational	age 5 (Coed)
Boys	Recreational	age 6
Boys	Recreational	age 7
Boys	Recreational	age 8
Boys	Recreational	ages 9-10
Boys	Recreational	ages 11-12
Boys	Recreational	ages 13-14
Boys	Recreational	ages 15-18



Age as of May 1st

Boys	Competitive	age 9
Boys	Competitive	age 10
Boys	Competitive	age 11
Boys	Competitive	age 12
Boys	Competitive	age 13
Boys	Competitive	age 14

No player may "play up" to an older league or "play down" to a younger league without the approval of the Executive Director or Board of Directors.

Field Dimensions

	Baseline <u>Distances</u>	Pitching <u>Distances</u>
Ages 4	50 feet	T-BALL
Ages 5	50 feet	T-BALL
Ages 6	50 feet	T-BALL/Coach Pitch
Ages 7 & 8	60 feet	Coach Pitch- 35 feet
Ages 9 & 10	65 feet	46 feet
Ages 11 & 12	70 feet	50 feet
Ages 13 & 14	80 feet	54 feet
Ages 15 - 18	90 feet	60 feet, 6 inches

Uniforms and Equipment

Teams must be uniformly dressed. T-shirts and caps will be provided to all players. **Shirt tails must be completely tucked in at all times.**

Metal spikes are prohibited in leagues 12 and under. Turf style shoes are recommended. Metal cleats are allowed in both recreational and competitive ages 13-18.

All catchers must wear a protective cup, helmet with mask and throat protector, shin guards and a chest protector. All players warming up a pitcher, on or off the field, must wear a helmet with mask and throat protector.

Batting helmets

- 1) Maximum protection helmets are required.
- 2) Batters, on-deck batters, batboys and base runners must wear batting helmets. A batter will not be allowed to participate if they refuse to wear such a helmet. However, oversight of the helmet's use is not an infraction of this rule.
- 3) If a player intentionally removes the helmet, the player's team will receive a warning. Any further violation will result in the removal of that player from the game.
- 4) Any player coaching in a Coach's box must wear a batting helmet.
- 5) Players permitted to be out of the dugout, by rule, while on offense must wear a helmet. For example, a batter who strikes out or is retired while running the bases must wear the helmet until they have entered the dugout.
- 6) Only one batter at a time can be warming up and must be in the on deck circle. The batter must be on their teams' side of the field.

Game Length

Boys Recreational

Age 4	15 minutes of practice and then 2 innings
Age 5	15 minutes of practice and then 2 innings
Age 6	No new inning after 1 hour; Game is ended at 1 hr 10 minutes
Age 7	No new inning after 1 hour; Game is ended at 1 hr 10 minutes
Age 8	No new inning after 1 hour; Game is ended at 1 hr 10 minutes
Ages 9 & 10	No new inning after 1hr 10 minutes; Game is ended at 1 hr 20 minutes
Ages 11 - 12	No new inning after 1 hr 25 minutes; Game is ended at 1 hr 40 minutes
Ages 14 - 18	No new inning after 1 hr 40 minutes; Game is ended at 1 hr 55 minutes

Boys Competitive

Ages 9 & 10	7 innings or 1 hour and 30 minutes; Drop dead at 1hr 50 Minutes
Ages 11 - 14	7 innings or 1 hour and 45 minutes; Drop dead at 1hr 50 Minutes

In order to speed up the game, each Coach should have an inning-by-inning defensive lineup prepared so players will know what position they are playing and the catcher will have their equipment ready. **If the catcher is on base with two outs, a courtesy runner must be provided.**

The home team will be established by a coin flip at the pregame conference for 10u and older divisions. The starting time for each game will be established at the coin flip. Any inning started within the time limit will be completed. If the home team is ahead when time expires the game is over. A new inning begins the instant the third out is made in the previous inning.

The batting order and player positions should be established prior to the start of the game and no alterations made during the game.

INCLEMENT WEATHER

In case of rain, a game reaching three complete innings or over one half of the time limit will be considered a complete game.

Pregame Warm-ups

Pre-game infield is not permitted. Teams may take ground balls on the outfield side of the first and second base baseline and the second and third base baseline only if time permits. Pitchers may not take warm-up pitches from the mound prior to taking the field to begin the game.

Competitive Players

Competitive players are permitted to participate in Recreational leagues, however, the player will be required to play up at least one age division. Competitive players **are not** permitted to pitch on their Recreational team at any time. Recreational teams are restricted to only one competitive player, unless each team has at least one player. The Executive Director will have the discretion to allow players to play.

Shorthanded Rule

The purpose and spirit of this rule is for teams to be able to play games even if circumstances leave a team with only seven players to start a game. The main purpose of DC leagues is to PLAY BALL. DC always wants to provide the opportunity to play a game for the players that do show up.

Teams must have at least 7 players to start a game. If a team has at least seven players, the Coach may request the other team provide players from their roster on an alternating basis to play defense only. This will be the last player listed in the batting order in the first inning or the last player to complete an at bat in the prior inning. For purposes of this rule, the team that is short of players will bat first (visitors) in the first inning.

Teams may borrow players from the opposing team for defensive purposes only. The shorthanded team will bat a fixed roster and **will not** have to take an out in the eight and nine positions of the batting order. If a team is short players (less than 9), the team may **only** pick up additional players from other DC teams in your league or a younger league (including your opponent). These players will count as part of your seven players required to start a game. Recreational teams may only pick up players from DC Recreational league teams. Competitive teams may pick up players participating on either a DC Recreational league team or a DC Competitive league team.

You may pick up enough players to field 9 players. The pickup player(s) must bat at the bottom of the lineup, preferred positions would be outfield, so that your regular players would get to play infield, however, this is not mandatory. A pick up player may not pitch, unless the opposing Coach agrees to allow the player to pitch. This would be if your team is short of pitchers.

If a regular team member comes late to the game, he is added to the bottom of the lineup and may play. The pickup players may continue to play, however, all regular team members should have priority to play in the field, and pick up players may continue to bat in the lineup and play the field.

Forfeits and Protests

Forfeits and protests are not allowed, except for a team having six or fewer players. See Shorthanded Rule above.

Player Participation

All Recreational leagues have free substitution. After completing the first inning of play, the Coach must insert those players who did not play defense in the inning. Players who have played two consecutive defensive innings cannot play a third defensive inning if another player has played only one defensive inning. Starting lineups must change from game to game. Similarly, the Coach must give each player the opportunity to play both infield and outfield in each game. If a game is only two innings, and a player has not had the opportunity to play the infield, the player will play infield in the 1st or 2nd inning of the next game. **Diamond Council requires every player to play an equal number of innings in the infield and outfield over the course of an entire season.**

Competitive Players

Competitive players are permitted to participate in Recreational leagues, however, the player will be required to play up at least one age division. Competitive players **are not** permitted to pitch on their Recreational team at any time. Recreational teams are restricted to only one competitive player, unless each team has at least one player. The Executive Director will have the discretion to allow players to play.

For Recreational leagues ages 5-12, a player may not continually play the same position for more than two consecutive innings, however in the Recreational League, age 10-11, a pitcher may pitch 3 consecutive innings. All league team batting orders will be fixed throughout the game and must include all players in attendance.

Pre-game infield

Pre-game infield is not permitted. Teams may take ground balls on the outfield side of the first and second base baseline and the second and third base baseline only if time permits.

Any player warming up the pitcher, in the crouch position, is required to wear a catcher's helmet with a mask and throat protector.

Half Inning Changes

Each team will have one minute to change sides each half inning. If the pitcher does not have the ball ready to pitch or if the catcher is not in the catchers box ready to catch within this time limit, a ball may be charged. If the batter is not in the box ready to bat, a strike may be charged.

Between half innings during the change of field, only players and Coaches equipped with gloves may participate in warm-ups. **Coaches may not stand in the batter's box while the pitcher is taking their warm-up pitches.** This is a safety issue. Umpires have the authority to correct any unsafe circumstances which they deem to be a safety hazard to players, Coaches and fans.

Tied Games

All Recreational and Competitive games tied at the end of the time limit will end in a tie. No extra innings will be played.

Batters and Coaches Signals

After entering the batter's box, a batter may not leave the batter's box to receive coaching signals. After a pitch, unless forced out of the box by playing action, a batter may only step out of the box with one foot to receive coaching signals.

Base Running

If a play is being made on the batter-runner at first base, the batter-runner must step on the outside 1/2 of the base. A warning will be given for the first infraction of this rule by each player. Thereafter, the batter-runner will be declared out if the rule is violated. This will not be considered a force-out. The out will be considered to occur after the end of the play, thus allowing a runner on third base to score.

Leadoff and Stealing Boys Recreational

	<u>Lead off</u>	<u>Stealing</u>	<u>Stealing of Home</u>
Boys 4-5 Rec	None	None	None
Boys 6 Rec	None	None	None
Boys 7 Rec	None	None	None
Boys 8 Rec	None	None	None
Boys 9 & 10 Rec	None	Yes*	None*
Boys 11-18 Rec	Yes	Yes	Yes

* Stealing is permitted. Base Runners cannot leave base until ball crosses the plate. Only one base may be advanced per pitch, regardless of an overthrown ball. No stealing of Home even if a play is made on the base runner. . A player can only advance Home from a hit, walk or base award by the umpire. **Runners are still at risk to be put out.**

Courtesy Runner

In Boys Recreational ages 7-12 a **courtesy runner must replace the catcher if the catcher is on base after two outs.** The substitute runner must take the same base as the catcher occupied. The substitute runner must be a player not playing defense in the game, however, if a substitute is not available, then the second out of the inning will become the courtesy runner.

Pitching Rules

Boys Ages 9-18 League:

- A. Any player may pitch.
- B. Three outs constitute an inning pitched.
- C. Boys Recreational ages 9-10 pitchers are limited to pitch three innings per game.
- D. Boys Recreational ages 9-10 pitchers must be removed if he or she hits two batters in an inning or issues seven walks in an inning.
- E. Boys Recreational ages 9-10. Coach comes in to pitch after 4 balls; Pitchers will only pitch (4) called balls to a batter. Foul balls will be counted as strikes. At the end of the four ball count the Coach of the batting team will pitch two pitches to the batter. Coaches are to pitch from the pitching rubber. Coaches may pitch standing, kneeling, overhand or underhand. The batters will carry over their strike count to the two Coach pitches. If the batter does not hit one of the pitches the batter will be declared out. Foul balls on the last pitch will continue the at bat. If a Coach has to pitch to three consecutive batters, then, the pitcher must be replaced by another pitcher for the remainder of the inning. The player may return to pitch in a later inning. **NO WALKS**
- F. Boys Recreational ages 11-14 pitchers are limited to three innings per game but not more than 7 innings in 3 days.
- G. There shall be a maximum of five pitches or one minute between innings unless the home plate umpire rules otherwise. The home plate umpire may assess balls and strikes for teams and players not ready to hit or pitch.
- H. The "hidden ball" trick is not allowed. The pitcher may not stand on, or near the pitching rubber without the ball in an effort to deceive the runner. Near the pitching rubber is defined as being within 8 feet. Violation of the rule is a balk.
- I. A Coach is allowed one defensive conference per pitcher per inning. If a second conference is called, the pitcher must be replaced for the remainder of the inning.
- J. Any player warming up the pitcher, in the crouch position, is required to wear a catcher's helmet with a mask, throat protector, and a cup.
- K. **Coaches may not stand in the batter's box while the pitcher is taking their warm-up pitches.** This is a safety issue. Umpires have the authority to correct any unsafe circumstances which they deem to be a safety hazard to players, Coaches and fans.

Unsportsmanlike conduct on the part of players, Coaches or fans will not be tolerated this includes trash talking or taunting, i.e. hey batter, batter swing. Players may only direct their comments and chatter to their own teammates. Umpires may, but are not required to, warn players, Coaches or fans of unacceptable conduct. Unsportsmanlike conduct will result in ejection from the game. Any player, Coach or fan throwing any object on the field or in the dugout, will be warned for the first offense and ejected on the second offense. If a player or fan is ejected, the Head Coach may also be ejected at the discretion of the umpire. A second ejection of an offending fan, player or Coach will result in the suspension for the remainder of the season. DC reserves the right to suspend a Coach, player, parent or fan at any time during the season. As a Coach, if you have a problem with a Coach or a player from the opposing team, discuss the problem with the umpire and let the umpire handle the problem. **Do not confront the opposing Coach or player.** If the problem does not get resolved then call your league coordinator.

An **injured player** who is bleeding must be removed from the game and treated immediately. If the player was on defense, he or she may be replaced by any player not in the game. If the player was batting, the count will be reset and the next batter in the lineup will bat. If the player was a base runner, they must be replaced by a player not in the game. In the event that there is no player who is not in the game, the injured player must be replaced by the player who made the previous out.

Miscellaneous Rules

The "home" team shall keep the official score book for the purpose of maintaining the correct batting order for each game and to let the umpire know maximum number of runs/inning.

Designated Coaches and players will be the only persons who may sit on the bench.

All players must remain in the dugout except when batting, playing defense, warming up in the on-deck circle or Coaching in the Coach's box. Penalty for not adhering to this rule will be a team warning on the first violation. For subsequent violations, the offending player will lose their next turn at bat and no out is recorded.

An injured player who is bleeding must be removed from the game and treated immediately. If the player was on defense, any player not in the game may replace her. If the player was batting, the count will be reset and the next batter in the lineup will bat. If the player was a base runner, a player not in the game must replace them. In the event that there is no player who is not in the game, the injured player must be replaced by the player who last completed their time at bat.

Designated hitters are not allowed.

Recreational Division BASEBALL RULES

	Division	4U-5U	6U	8U	9U-10U	11U-12U	13U-14U	15U-18U
		2						
Game Length	Innings	60 Min.	60 Min.	70 Min.	85 Min.	100 Min.	100 Min.	
Drop Dead Time	70 Min.	70 Min.	70 Min.	80 Min.	100 Min.	115 Min.	115 Min.	
Base Distance	50'	50'	60'	65'	70'	80'	90'	
Pitching Distance	NA	NA	42'	46'	50'	54'	60'6"	
Ball used	RIF	RIF	Official	Official	Official	Official	Official	
Free Substitution	YES	YES	YES	YES	YES	YES	YES	
Infield play required	YES	YES	YES	YES	YES	YES	YES	
Bat Entire roster	YES	YES	YES	YES	YES	YES	YES	
Home team bats last inning w/lead	YES	YES	YES	NO	NO	NO	NO	
Drop 3rd strike	NA	NA	NO	NO	YES	YES	YES	
Walks	NO	NO	NO	NO	YES	YES	YES	
Leadoffs	NO	NO	NO	NO	YES	YES	YES	
Stealing	NO	NO	NO	NO	YES	YES	YES	
Max Runs per inning		5	5	5	7	7	7	
Run spread; 12/3 10/4 8/5	NA	NA	NA	NA	YES	YES	YES	
Tied Games End	YES	YES	YES	YES	YES	YES	YES	
Runners stop when Ball is controlled in the infield	YES	YES	YES	NO	NO	NO	NO	
Pitch Limit per batter	NA	4	6	YES	NO	NO	NO	
Defensive coaches on field	3	3	2	0	0	0	0	
Offensive Coaches	3	3	3	2	2	2	2	
# of Defensive Players	10	10	10	9	9	9	9	
infield Fly	NO	NO	NO	NO	YES	YES	YES	
Innings pitched								
Per Game	NA	NA	NA	3	3	6	7	
In 3 days						7	7	
Metal spikes ALLOWED	NO	NO	NO	NO	NO	YES	YES	
Umpires	NONE	NONE	NONE	1	2	2	2	

BOYS BASEBALL RECREATIONAL DIVISION RULES

Coed Division Ages 4-5 T-Ball

GENERAL

- A. Reduced Injury Factor ball will be used
- B. 15 minutes of practice and 2 innings
- C. Base distance 50 feet

SUBSTITUTION

Free substitution. After completing the first inning of play, the Coach must insert those players who did not play defense in the inning. Players who have played two consecutive defensive innings cannot play a third defensive inning if another player has played only one defensive inning. A Coach may opt to have all players take the field during defense. If this is done, only 6 players may be on the infield, all other players must be in the outfield (grass area). Starting lineups must change from game to game. Similarly, the Coach must give each player the opportunity to play both infield and outfield in each game. A player may not continually play the same position for more than two consecutive innings. **Diamond Council requires every player to play an equal number of innings in the infield and outfield over the course of an entire season.**

BATTING & BASE RUNNING

- A. A half inning is complete after the entire team roster has batted once. The entire roster will bat each inning regardless of runs or outs. Team batting orders will be fixed throughout the game and must include all players in attendance. Each player must play a minimum of two defensive innings. This rule is mandatory if the player is able to play. Violation of this policy could result in disciplinary action by DC.
- B. Batter on Deck will be behind the batter and up the fence line or behind the Coach. So that they do not get hit by a bat.
- C. All players must wear a helmet at all times when out of the dugout on offense.
- D. Bunts and half swings are not allowed.
- E. Strikes will not be counted. Each player will bat until they hit the ball.
- F. The first bat-throwing incident, either intentional or careless, will result in a bench warning. The second offense will result in an out.
- G. The home team will bat in the last inning regardless of score.
- H. A batted ball must stop on or beyond 10-foot in front of home plate to be a fair ball.
- I. No lead-offs or stealing.
- J. A play is over when the ball passes through the pitchers circle or the ball is controlled by an infielder on the infield. If a runner has passed the halfway mark between bases when the play stops, the runner will be awarded the next base. If the runner has not passed the halfway mark, the runner must go back to the last base touched.

DEFENSE

- A. The infield fly rule does not apply.
- B. All players can play defense at the same time, 6 of which are infielders.
- C. A play is over when the ball passes through the pitchers circle or the ball is controlled by an infielder on the infield.
- D. Three defensive Coaches and three offensive Coaches are allowed on the field.
- E. The catcher must wear a batting helmet with a facemask while playing defense.

Boys Recreational Division Age 6

GENERAL

- A. Reduced Injury Factor ball will be used
- B. A new inning may not start after 1 hour. The game is ended at 1 hour and 10 minutes.
- C. Base distance 50 feet

SUBSTITUTION

Free substitution. After completing the first inning of play, the Coach must insert those players who did not play defense in the inning. Players who have played two consecutive defensive innings cannot play a third defensive inning if another player has played only one defensive inning. A Coach may opt to have all players take the field during defense. If this is done, only 6 players may be on the infield, all other players must be in the outfield (grass area). Starting lineups must change from game to game. Similarly, the Coach must give each player the opportunity to play both infield and outfield in each game. A player may not continually play the same position for more than two consecutive innings. **Diamond Council requires every player to play an equal number of innings in the infield and outfield over the course of an entire season.**

BATTING & BASE RUNNING

- A. Coaches and batters will have the option to hit off of the tee or Coach pitch; after 4 pitches from the Coach the batter must hit off of the tee.
- B. A half inning is complete after the entire team roster has batted once. The entire roster will bat each inning regardless of runs or outs. Team batting orders will be fixed throughout the game and must include all players in attendance.
- C. Batter on Deck will be behind the batter and up the fence line or behind the Coach. So that they do not get hit by a bat.
- D. Batter should be warned about throwing the bat.
- E. All players must wear a helmet at all times when out of the dugout on offense.
- F. Bunts and half swings are not allowed.
- G. Strikes will not be counted. Each player will bat until they hit the ball.
- H. The first bat-throwing incident, either intentional or careless, will result in a bench warning. The second offense will result in an out.
- I. The home team will bat in the last inning regardless of score.
- J. A batted ball must stop on or beyond 10-foot in front of home plate to be a fair ball.
- K. No lead-offs or stealing.
- L. A play is over when the ball is returned to the infield and is controlled by an infielder on the infield. If a runner has passed the halfway mark between bases when the play stops, the runner will be awarded the next base. If the runner has not passed the halfway mark, the runner must go back to the last base touched.
- M. If a player is put out by the defense, he is out and will go to the dugout.

DEFENSE

- A. The infield fly rule does not apply.
- B. All players can play defense at the same time, 6 of which are infielders.
- C. A play is over when the ball is controlled by an infielder on the infield.
- D. Two defensive Coaches are allowed on the field.
- E. The catcher must wear a batting helmet with a facemask while playing defense.
- F. Each player must play a minimum of two defensive innings. This rule is mandatory if the player is able to play. Violation of this policy could result in disciplinary action by DC.

Boys Recreational Division 8u Machine Pitch

GENERAL

- A. A Regulation ball will be used.
- B. Each team will provide one umpire for the game
- C. A new inning may not start after 1 hour. The game is ended at 1 hour and 10 minutes.
- D. Base distance 50 feet on Tball Fields, 60 on other fields
- E. The Five Run Rule: A team cannot score more than five runs in an inning.

SUBSTITUTION

Free substitution. All Recreational leagues have free substitution. After completing the first inning of play, the Coach must insert those players who did not play defense in the inning. Players who have played two consecutive defensive innings cannot play a third defensive inning if another player has played only one defensive inning. Starting lineups must change from game to game. Similarly, the Coach must give each player the opportunity to play both infield and outfield in each game. If a game is only two innings, and a player has not had the opportunity to play the infield, the player will play infield in the 1st or 2nd inning of the next game. **Diamond Council requires every player to play an equal number of innings in the infield and outfield over the course of an entire season.**

BATTING & BASE RUNNING

- A. Team batting orders will be fixed throughout the game and must include all players in attendance.
- B. No walks.
- C. There is a limit of six pitches or four strikes per batter unless the sixth pitch or the fourth strike is a foul ball; then, there will be additional pitches until there is no contact.
- D. The batter is out on a dropped third strike. Runners may not advance.
- E. No lead-offs or stealing.
- F. The play will be ruled dead, and no runner may advance, when a defensive player on the infield has control of the ball. If a runner has passed the halfway mark between bases when the play stops, the runner will be awarded the next base. If the runner has not passed the halfway mark, the runner must go back to the last base touched.
- G. **A courtesy runner must replace the catcher if the catcher is on base after two outs!** The substitute runner must take the same base as the catcher occupied. The substitute runner must be a player not playing defense in the game, however, if a substitute is not available, then the second out of the inning will become the courtesy runner. The catcher shall immediately put on equipment and be prepared to start the next inning.
- H. In case of injury or illness, the batting order will be compressed and no out will be taken. The player may return to the field or lineup only when their turn to hit comes back around.

Machine Pitch Rules

- A. A batted ball that hits the pitching machine shall be ruled a dead ball and the batter is awarded first base. **No baserunners may advance unless forced.**
- B. The "pitcher position" must start with at least one foot in the circle, but behind the pitching rubber, in order to stay a safe distance from the machine. They may not leave the circle until the ball is hit.
- C. Pitching Machine – The pitching machine will be set as follows;
Distance for center of the machine to the back of the plate shall be 42 feet.
- D. Speed for the machine shall be set between 36-40 mph.
- E. Prior to each game, each coach will feed at least one pitch and obtain a consensus that the machine is set correctly. Adjustments to the machine are to be made only if the machine has been hit or is not set correctly. Both teams are to use the same setup and must agree on any in game changes.
- F. The coach designated on the schedule as Home team for the first game of the night, 6pm, shall be responsible for getting the machine out and setting it up. The coach designated as Home team for the second game of the night, 7:30, shall be responsible for putting the machine away.

DEFENSE

- A. The infield fly rule does not apply.
- B. Ten players are allowed with the tenth player being an outfielder. 6 players may be on the infield, all other players must be in the outfield (grass area)
- C. The play will be ruled dead, and no runner may advance, when a defensive player on the infield has control of the ball.
- D. Two defensive Coaches are allowed on the field.

Boys Recreational Division (Ages 9 – 10)

GENERAL

- A. Teams will use USSSA rules for their age bracket with the exceptions noted on this page.
- B. Official baseballs will be used
- C. Run spreads will not be used
- D. A new inning may not start after 1 hour and 10 minutes. The game is ended at 1 hour and 20 minutes.
- E. Base distance 65 feet
- F. Pitching distance 46 feet
- G. No metal cleats allowed
- H. The Five Run Rule: A team cannot score more than five runs in an inning.

SUBSTITUTION

Free substitution. All Recreational leagues have free substitution. After completing the first inning of play, the Coach must insert those players who did not play defense in the inning. Players who have played two consecutive defensive innings cannot play a third defensive inning if another player has played only one defensive inning. Starting lineups must change from game to game. Similarly, the Coach must give each player the opportunity to play both infield and outfield in each game. If a game is only two innings, and a player has not had the opportunity to play the infield, the player will play infield in the 1st or 2nd inning of the next game. **Diamond Council requires every player to play an equal number of innings in the infield and outfield over the course of an entire season.**

BATTING & BASE RUNNING

- A. Team batting orders will be fixed throughout the game and must include all players in attendance.
- B. The batter is out on a dropped third strike.
- C. Stealing or advance is permitted. No lead offs. Base Runners cannot leave the base until the ball crosses the plate. Only one base may be advanced per pitch, regardless of an overthrown ball. No stealing of Home even if a play is made on the base runner. A player can only advance Home from a hit, walk or base award by the umpire. **Runners are still at risk to be put out.**
- D. **A courtesy runner must replace the catcher if the catcher is on base after two outs.** The substitute runner must take the same base as the catcher occupied. The catcher shall immediately put on equipment and be prepared to warm-up the pitcher between innings. The substitute runner must be a player not playing defense in the game, however, if a substitute is not available, then the second out of the inning will become the courtesy runner.
- E. In case of injury or illness, the batting order will be compressed and no out will be taken. The player may return to the field or lineup only when their turn to hit comes back around.

PITCHING

- A. Pitching Mounds will be used when available.
- B. Special Pitching Rules:
 - 1. Coach comes in to pitch after 4 balls; Pitchers will only pitch (4) called balls to a batter. Foul balls will be counted as strikes. At the end of the four ball count the COACH of the batting team will pitch two pitches to the batter. Coaches are to pitch from the pitching rubber or one foot in contact with the portable mound. Coaches may pitch standing, kneeling, overhand or underhand. The batters will not carryover their strike count to the two Coach pitches. If the batter does not hit

one of the pitches the batter will be declared out. Foul balls on the last pitch will continue the at bat. .

2. 5 warmup pitches are permitted each half inning or change in pitchers.
 3. Pitcher may not pitch more than three innings in a game (9 outs) and no more than 5 innings in a three day period.
 4. Three outs will constitute an inning pitched. Each out is one third of an inning.
 5. A pitcher must be removed if they hit two batters in an inning.
 6. **NO WALKS**
- C. The strike zone will be expanded to the top of the shoulder to the bottom of the knee.

DEFENSE

- A. The infield fly rule does not apply.
- B. Nine players are allowed with three players being outfielders. 6 players may be on the infield, the three outfielders must be on the outfield (grass area) at the beginning of each pitch.
- C. No defensive Coaches on the field
- D. Teams will have one minute or five pitches between innings. If the catcher is getting into the catchers gear another player or Coach should warm-up the pitcher. The home plate umpire may award balls and strikes for teams and players not ready to hit or pitch.
- E. Pre-game infield is not permitted. Teams may take ground balls on the outfield side of the first and second base baseline and the second and third base baseline only if time permits.

Boys Recreational Division (Ages 11 – 12)

GENERAL

- A. Teams will use USSSA rules for their age bracket with the exceptions noted on this page.
- B. Run spreads will be 12 runs after 3 innings, 10 runs after 4 innings and 8 runs after 5 innings will be considered a complete game.
- C. A new inning may not start after 1 hour and 25 minutes. The game is ended at 1 hour 40 minutes.
- D. Base distance 70 feet
- E. Pitching distance 50 feet
- F. The Five Run Rule: A team cannot score more than five runs in an inning.

SUBSTITUTION

Free substitution. All Recreational leagues have free substitution. After completing the first inning of play, the Coach must insert those players who did not play defense in the inning. Players who have played two consecutive defensive innings cannot play a third defensive inning if another player has played only one defensive inning. Starting lineups must change from game to game. Similarly, the Coach must give each player the opportunity to play both infield and outfield in each game. If a game is only two innings, and a player has not had the opportunity to play the infield, the player will play infield in the 1st or 2nd inning of the next game. **Diamond Council requires every player to play an equal number of innings in the infield and outfield over the course of an entire season.**

BATTING & BASE RUNNING

- A. Team batting orders will be fixed throughout the game and must include all players in attendance. Batting orders should change from game to game.
- B. In case of injury or illness the batting order will be compressed and
- C. Stealing is permitted and lead-offs are permitted.
- D. **A courtesy runner must replace the catcher if the catcher is on base after two outs.** The substitute runner must take the same base as the catcher occupied. The catcher shall immediately put on equipment and be prepared to warm-up the pitcher between innings. The substitute runner must be a player not playing defense in the game, however, if a substitute is not available, then the second out of the inning will become the courtesy runner.

- E. In case of injury or illness, the batting order will be compressed and no out will be taken. The player may return to the field or lineup only when their turn to hit comes back around.

PITCHING

- A. Pitching Mounds will be used when available.
- B. Special Pitching Rules:
1. Pitcher may not pitch more than three innings in a game and no more than seven innings in a three-day period. A Coach who violates this rule will be given a warning for the first offense. The second offense will result in the Coach's dismissal.
 2. A pitcher must be removed if they hit two batters in an inning or issue seven walks in an inning.
- C. Teams will have 1 minute or five pitches between innings. If the catcher is getting into the catcher's gear another player or Coach should warm-up the pitcher. The home plate umpire may assess balls and strikes for teams and players not ready to hit or pitch.

DEFENSE

Pre-game infield is not permitted. Teams may take ground balls on the outfield side of the first and second base baseline and the second and third base baseline only if time permits.

Boys Recreational Division (Ages 13-14) and Boys Recreational Division (Ages 15-18)

GENERAL

- A. Teams will use USSSA rules for their age bracket with the exceptions noted on this page.
- B. Run spreads will be 12 runs after 3 innings, 10 runs after 4 innings and 8 runs after 5 innings will be considered a complete game.
- C. A new inning may not start after 1 hour 40 minutes. The game is ended at 1 hour 55 minutes.
- D. Base distance 90 feet (Leagues age 13-14 may use 80 feet when available)
- E. Pitching distance 54 feet (Leagues 13-14 may use 54' when available) 15-18 will use 60'6"
- F. Seven Run Rule for Boys Recreational Division age 13-18. A team cannot score more than seven runs in an inning.

Metal cleats are allowed in Leagues age 13-18 only.

SUBSTITUTION

Free substitution. After completing the first inning of play, the Coach must insert those players who did not play defense in the inning. Players who play two consecutive defensive innings cannot play a third inning if another player has only played one defensive inning. Starting lineups must change from game to game.

BATTING & BASE RUNNING

Team batting orders will be fixed throughout the game and must include all players in attendance.

In case of injury or illness, the batting order will be compressed and no out will be taken. The player may return to the field or lineup only when their turn to hit comes back around.

PITCHING

- A. Pitching Mounds will be used when available.
- B. Pitchers are **not** limited to innings pitched per game or per week.
- C. Teams will have 1 minute or five pitches between innings. All players must be ready to pitch and hit at the end of one minute. If the catcher is getting into gear another player or Coach should warm-up the pitcher. The home plate umpire may assess balls and strikes for teams and players not ready to hit or pitch.

DEFENSE

Pre-game infield is not permitted. Teams may take ground balls on the outfield side of the first and second base baseline and the second and third base baseline only if time permits.

BASEBALL Competitive DIVISION RULES

Diamond Council Competitive leagues follow the USSSA Competitive rules for baseball. Any Diamond Council League specific changes and/or clarifications are listed below.

Field Dimensions	Baseline	Pitching
Boys ages 7-8	60 feet	42 ft front of circle
Boys ages 9-10	65 feet	46 feet
Boys ages 11-12	70 feet	50 feet
Boys ages 13	80 feet	54 feet
Boys ages 14	90 feet	60 feet 6 in.



Pitching Mounds will be used when available.

Uniforms and Equipment

Teams must be uniformly dressed. Shirttails must be completely tucked in at all times. **Metal cleats are allowed in Leagues ages 13 and up.**

All catchers must wear a protective cup, helmet with mask and throat protector, shin guards and a chest protector. All players warming up a pitcher, on or off the field, must wear a helmet with mask and throat protector.

Stealing

Stealing is allowed in all ages groups, except 7-8 boys.

Substitution

Free substitution. Team batting orders will be fixed throughout the game and must include all players in attendance. Courtesy runners may be used for the pitchers and catchers.

Shorthanded Rule

The purpose and spirit of this rule is for teams to be able to play games even if circumstances leave a team with only seven players to start a game. The main purpose of DC leagues is to PLAY BALL. DC always wants to provide the opportunity to play a game for the players that do show up.

Teams must have at least 7 players to start a game. If a team has at least seven players, the Coach may request the other team provide players from their roster on an alternating basis to play defense only. This will be the last player listed in the batting order in the first inning or the last player to complete an at bat in the prior inning. For purposes of this rule, the team that is short of players will bat first (visitors) in the first inning.

Teams may borrow players from the opposing team for defensive purposes only. The shorthanded team will bat a fixed roster and **will not** have to take an out in the eight and nine positions of the batting order. If a team is short players (less than 9), the team may **only** pick up additional players from other DC teams in your league or a younger DC league (including your opponent). These players will count as part of your seven players required to start a game. Competitive teams may pick up players participating on either a DC Recreational league team or a DC Competitive League team.

You may pick up enough players to field 9 players. The pickup player(s) must bat at the bottom of the lineup, preferred positions would be outfield, so that your regular players would get to play infield,

however, this is not mandatory. A pick up player may not pitch, unless the opposing Coach agrees to allow the player to pitch. This would be if your team is short of pitchers.

If a regular team member comes late to the game, he is added to the bottom of the lineup and may play. The pickup players may continue to play, however, all regular team members should have priority to play in the field.

If a player comes late, they may enter the game and be added to the last position(s) in the batting line up. If a player becomes injured and cannot bat in his spot due to injury, the team will take an out in that spot the 1st time that player comes up to bat. After the first out, there will be no further penalty. The injured player may reenter the game in her batting spot at any time without penalty. EXCEPTION: If a team has only 9 players and one player becomes injured, then there would be an out for that batter for each time his spot comes up to bat.

We encourage Coaches that players be substituted so that no player sits out more than one inning. **Each inning a different player(s) should sit out.**

Batting helmets

- A. Maximum protection helmets are required.
- B. Batters, on-deck batters, batboys/batgirls and base runners must wear batting helmets. A batter will not be allowed to participate if they refuse to wear such a helmet. However, oversight of the helmet's use is not an infraction of this rule.
- C. If a player intentionally removes the helmet, the player's team will receive a warning. Any further violation will result in the removal of that player from the game.
- D. Any player coaching in a Coach's box must wear a batting helmet.
- E. Players permitted to be out of the dugout, by rule, while on offense must wear a helmet. For example, a batter who strikes out or is retired while running the bases must wear the helmet until they have entered the dugout.
- F. Only one batter at a time can be warming up and must be in the on deck circle. The batter must be on their teams' side of the field while pitchers are making their warm up pitches.

Shoes

Metal cleats are permitted in leagues ages 13-19 only.

Game Length - Run Rule: Run spreads will be 12 runs after 3 innings, 10 runs after 4 innings and 8 runs after 5 innings will be considered a complete game.

Boys Competitive Division ages 7-8	1 hour and 15 minutes
Boys Competitive Division ages 9-10	1 hour and 30 minutes Dropdead at 1 hour 45 min.
Boys Competitive Division ages 11-14	1 hour and 45 minutes

The starting time for each game will be established at the coin flip. Any inning started within the time limit will be completed, however; if the home team is ahead and batting at the end of time, the game will end. A new inning begins the instant the third out is made in the previous inning.

In case of rain, a game reaching three complete innings or over one half of the time limit will be considered a complete game. Diamond Council will send out a rainout schedule to the Coaches when available and necessary.

DEFENSE

Tied Games

All Competitive games tied at the end of the time limit will end in a tie. No extra innings will be played.

Pre-game infield

Pre-game infield is not permitted. Teams may take ground balls on the outfield side of the first and second base baseline and the second and third base baseline only if time permits.

SPORTSMANSHIP

Coaches please emphasize the importance of team and player sportsmanship. No cursing or foul language from players, parents, or Coaches will be allowed, and will be cause for immediate ejection from the game.

Unsportsman like conduct on the part of players, Coaches or fans will not be tolerated this includes trash talking or taunting, i.e. hey batter, batter swing. Players may only direct their comments and chatter to their own teammates. Umpires may, but are not required to, warn players, Coaches or fans of unacceptable conduct. Unsportsman like conduct will result in ejection from the game. Any player, Coach or fan throwing any object on the field or in the dugout, will be warned for the first offense and ejected on the second offense. If a player or fan is ejected, the Head Coach may also be ejected at the discretion of the umpire. A second ejection of an offending fan, player or Coach will result in the suspension for the remainder of the season. DC reserves the right to suspend a Coach, player, parent or fan at any time during the season. As a Coach, if you have a problem with a Coach or a player from the opposing team, discuss the problem with the umpire and let the umpire handle the problem. **Do not confront the opposing Coach or player.** If the problem does not get resolved then call your league coordinator.

Pitching Rules

See USSSA Rule Book

8U MACHINE PITCH SPECIFIC RULES

9.01 Fair Ball Arc: There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball.

9.02 Safety Arc: There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.

9.03 Pitching Circle: There shall be a ten (10) foot diameter circle with the front edge set at forty-two (42) feet from the rear point of home plate.

9.04 Pitcher's Line: There shall be a line drawn from the pitcher's circle to the safety arc.

9.04.A The pitching Coach shall keep one foot on or straddle the pitcher's line.

9.04.B The pitching Coach shall not verbally or physically Coach while in the pitching position

9.04.C The pitching Coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.

Rule 9.04.C Penalty: If a Coach violates this rule after the ball is pitched, obstruction will be called.

Rule 9.04.C Additional Penalty: If a Coach violates this rule before the ball is pitched, First Offense: Warning; Second Offense: Removal of Coach as the pitcher for the remainder of the game.

9.05 The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there will be a warning issued.

9.06 Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baselines.

9.07 The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.

Rule 9.07 Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.

Rule 9.07 Additional Penalty: First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.

9.08 Defensive Coaches shall not be allowed on the field of play and shall Coach from the dugout.

9.09 The Infield Fly Rule shall not be in effect at any time.

9.10 The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.

Rule 9.10.A Approved Ruling: A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.

9.11 Teams may use free substitution on defense but the batting order shall remain the same.

9.12 Bunting shall not be allowed.

9.13 The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes.

Rule 9.13 Comment: A batter that has received less than six (6) pitches and has a count of two (2) swinging strikes shall have his turn at bat extended on foul balls up to the six (6) pitch limit.

9.14 A player may only be intentionally walked once per game by announcement from the defensive team.

9.15 Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.

9.16 A courtesy runner for catcher of record only the previous inning may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If the team batting has not played defense yet and a courtesy runner is used for a player, the player that was run for must assume the catching position the next inning. This scenario only applies in the first inning for the visiting team.

9.17 A team may score a maximum of seven (7) runs per inning, including the last inning or record three (3) outs.

9.18 Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.

Rule 9.18 Comment: When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.

9.19 When a batted ball hits the Pitching Coach, the following shall apply:

9.19.A If in the umpire's judgment, the Coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.

9.19B If in the umpire's judgment, the Coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.

DIAMOND COUNCIL SPECIFIC RULES

A line will be drawn halfway between bases. Runners beyond halfway between bases when an infielder has control of the ball on the infield will be awarded the next base. Runners not beyond halfway when the infielder has control of the ball on the infield shall return to the proceeding base.

The play will be ruled dead by the umpire, and no runner may advance, when the player in the defensive pitchers position has control of the ball and is standing in the Pitching Circle.

The ruling of when the ball is dead and the position of the base runners in relation to the halfway line is a judgment call by the umpire and should not be disputed!

SOFTBALL GENERAL RULES

Diamond Council follows the Amateur Softball Association (USSSA) rules for softball with the exceptions noted below.

Organization of Leagues

Age as of August 1st or grade in school

Girls	Recreational	age 4 (Coed)
Girls	Recreational	age 5 (Coed)
Girls	Recreational	age 6
Girls	Recreational	age 7
Girls	Recreational	age 8
Girls	Recreational	ages 9-10
Girls	Recreational	ages 11-12
Girls	Recreational	ages 13-14
Girls	Recreational	ages 15-18

Age as of January 1st

Girls	Competitive	age 10
Girls	Competitive	age 12
Girls	Competitive	age 14
Girls	Competitive	age 16
Girls	Competitive	age 18



Uniforms and Equipment

Teams must be uniformly dressed. T-shirts and caps will be provided to all players. **Shirrtails must be completely tucked in at all times.**

Metal and polyurethane spikes are prohibited in all leagues 10U and 12U. Turf style shoes are recommended. **Metal spikes are approved for ages 13U to 18U.**

All catchers must wear a helmet with a mask and throat protector, shin guards and a chest protector.

Batting helmets

- A. Maximum protection helmets are required.
- B. Batters, on-deck batters, batboys and base runners must wear batting helmets. A batter will not be allowed to participate if they refuse to wear such a helmet. However, oversight of the helmet's use is not an infraction of this rule.
- C. If a player intentionally removes the helmet, the player's team will receive a warning. Any further violation will result in the disqualification of that player from the game.
- D. Any player coaching in a Coach's box must wear a batting helmet.
- E. Players permitted to be out of the dugout by rule while on offense must wear a helmet. For example, a batter who strikes out or is retired while running the bases must wear the helmet until they have entered dugout.
- F. Only one batter at a time can be warming up and must be in the on deck circle. The batter must be on their teams' side of the field while pitchers are making their warm up pitches.

Home teams will be determined by a coin flip at the pre-game meeting and game time begins at the end of the pre-game meeting.

INCLEMENT WEATHER

Columbia Parks and Recreation will monitor weather conditions and inspect the playing fields to determine if the fields are playable. If the fields are deemed not playable, the games scheduled for those fields will be canceled by 4:00 P.M. The local radio stations will be notified of any cancellations. This information will be available on the **SPORTS HOTLINE (874-7663)**. If no announcements of cancellation have been received, assume the game will be played.

At the start or during a game, Umpires will use their own judgment on the delay or cancellation of games due to weather conditions. Games will not be played if it is determined such play might result in injury to players or serious damage to the playing fields. If lightning or severe weather is present, take **immediate** action to delay or cancel the game and remove the players from the field.

In case of rain, a game reaching three complete innings or over one half of the time limit will be considered a complete game. Rained out games are not guaranteed to be made up.

Pre-game infield

Pre-game infield is not permitted. Teams may take ground balls on the outfield side of the first and second base baseline and the second and third base baseline only if time permits.

Any player warming up the pitcher, in the crouch position, is required to wear a catcher's helmet with a mask and throat protector.

Competitive Players

Competitive players are permitted to participate in Recreational leagues, however, the player will be required to play up at least one age division. Competitive players **are not** permitted to pitch on their Recreational team at any time. Recreational teams are restricted to only one competitive player, unless each team has at least one player. The Executive Director will have the discretion to allow players to play.

Coaches may not stand in the batter's box while the pitcher is taking their warm-up pitches.

This is a safety issue. Umpires have the authority to correct any unsafe circumstances which they deem to be a safety hazard to players, Coaches and fans.

Shorthanded Rule

The purpose and spirit of this rule is for teams to be able to play games even if circumstances leave a team with only seven players to start a game. The main purpose of DC leagues is to PLAY BALL. DC always wants to provide the opportunity to play a game for the players that do show up.

Teams must have at least 7 players to start a game. If a team has at least seven players, the Coach may request the other team provide players from their roster on an alternating basis to play defense only. This will be the last player listed in the batting order in the first inning or the last player to complete an at bat in the prior inning. For purposes of this rule, the team that is short of players will bat first (visitors) in the first inning.

Teams may borrow players from the opposing team for defensive purposes only. The shorthanded team will bat a fixed roster and **will not** have to take an out in the eight and nine positions of the batting order. If a team is short players (less than 9), the team may **only** pick up additional players from other DC teams in your league or a younger league (including your opponent). These players will count as part of your seven players required to start a game. Recreational teams may only pick up players from DC Recreational league teams. Competitive teams may pick up players participating on either a DC Recreational league team or a DC Competitive league team.

You may pick up enough players to field 9 players. The pickup player(s) must bat at the bottom of the lineup, preferred positions would be outfield, so that your regular players would get to play infield,

however, this is not mandatory. A pick up player may not pitch, unless the opposing Coach agrees to allow the player to pitch. This would be if your team is short of pitchers.

If a regular team member comes late to the game, they are added to the bottom of the lineup and may play. The pickup players may continue to play, however, all regular team members should have priority to play in the field, and pick up players may continue to bat in the lineup and play the field.

Forfeits and Protests

Forfeits and protests are not allowed, except for a team having six or fewer players. See Shorthanded Rule above.

Player Participation

All Recreational leagues have free substitution. After completing the first inning of play, the Coach must insert those players who did not play defense in the inning. Players who have played two consecutive defensive innings cannot play a third defensive inning if another player has played only one defensive inning. Starting lineups must change from game to game. Similarly, the Coach must give each player the opportunity to play both infield and outfield in each game. If a game is only two innings, and a player has not had the opportunity to play the infield, the player will play infield in the 1st or 2nd inning of the next game. **Diamond Council requires every player to play an equal number of innings in the infield and outfield over the course of an entire season.** For ages 7-12 leagues, a player may not continually play the same position for more than two consecutive innings. Team-batting orders will be fixed throughout the game and must include all players in attendance.

Competitive leagues will use USSSA rules, plus have free substitution and no player participation requirements.

Half Inning Changes

Each team will have one minute to change sides each half inning. If the pitcher does not have the ball ready to pitch within this limit, a ball may be charged. If the batter is not in the box ready to bat, a strike may be charged.

Tied Games

All Recreational and Competitive games tied at the end of the time limit will end in a tie. No extra innings will be played.

Batters and Coaches Signals

After entering the batter's box, a batter may not leave the batter's box to receive Coaching signals. After a pitch, unless forced out of the box by playing action, a batter may only step out of the box with one foot to receive Coaching signals.

Base Running

If a play is being made on the batter-runner at first base, the batter-runner must step on the outside 1/2 of the base. If there are double bases, the runner must use the Orange outer base. A warning will be given for the first infraction of this rule by each player. Thereafter, the batter-runner will be declared out if the rule is violated. This will not be considered a force-out. The out will be considered to occur after the end of the play, thus allowing a runner on third base to score.

RECREATIONAL SOFTBALL RULES

	Division	4U-5U	6U	7U-8U	9U-10U	11U-12U	13U-14U	15U-18U
Rule								
		2						
Game Length	Innings	60 Min.	60 Min.	70 Min.	70 Min.	70 Min.	70 Min.	70 Min.
Drop Dead	70 Min.	70 Min.	70 Min.	80 Min.	80 Min.	80 Min.	80 Min.	80 Min.
Base Distance	50'	50'	60'	60'	60'	60'	60'	60'
Pitching Distance	NA	NA	35'	35'	40'	43'	43'	43'
Ball used	RIF	RIF -11"	11"	11"	12"	12"	12"	12"
Free Substitution	YES	YES	YES	YES	YES	YES	YES	YES
Infield play required	YES	YES	YES	YES	YES	YES	YES	YES
Bat Entire roster	YES	YES	YES	YES	YES	YES	YES	YES
Home team bats last inning w/lead	X	X	YES	YES	NO	NO	NO	NO
Drop 3rd strike out	N/A	N/A	NO	NO	YES	YES	YES	YES
Walks	NO	NO	NO	NO	NO	YES	YES	YES
Stealing	NO	NO	NO	NO	YES	YES	YES	YES
Max Runs per inning	N/A	N/A	5	5	5	7	7	7
Run spread; 12/3 10/4 8/5	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Tied Games End	YES	YES	YES	YES	YES	YES	YES	YES
Runners stop when Ball is controlled	YES	YES	YES	YES	NO	NO	NO	NO
Pitch Limit per batter	NA	4	6	6				
Defensive coaches on field	3	3	2	2	0	0	0	0
Offensive Coaches	3	3	3	3	2	2	2	2
# of Defensive Players	10	10	10	9	9	9	9	9
No infield Fly	X	X	X	X				
Metal spikes	NO	NO	NO	NO	NO	YES	YES	YES
Umpires	NONE	NONE	NONE	1	2	2	2	2

SOFTBALL RECREATIONAL RULES

Girls Age 6

GENERAL

- A. R.I.F. 5 (Reduced Injury Factor) ball will be used
- B. Each team will provide one parent umpire for the game
- C. A new inning may not start after 1 hour. The game is ended at 1 hour and 10 minutes.
- D. Base distance 50 feet on Tball Fields, 60 feet on other fields

SUBSTITUTION

Free substitution. After completing the first inning of play, the Coach must insert those players who did not play defense in the inning. Players who have played two consecutive defensive innings cannot play a third defensive inning if another player has played only one defensive inning. A Coach may opt to have all players take the field during defense. If this is done, only 6 players may be on the infield, all other players must be in the outfield (grass area). Starting lineups must change from game to game. Similarly, the Coach must give each player the opportunity to play both infield and outfield in each game. A player may not continually play the same position for more than two consecutive innings. **Diamond Council requires every player to play an equal number of innings in the infield and outfield over the course of an entire season.**

BATTING & BASE RUNNING

- A. Coaches and batters will have the option to hit off of the tee or Coach pitch; after 4 pitches from the Coach the batter must hit off of the tee.
- B. A half inning is complete after the entire team roster has batted once. The entire roster will bat each inning regardless of runs or outs. Team batting orders will be fixed throughout the game and must include all players in attendance. Each player must play a minimum of two defensive innings. This rule is mandatory if the player is able to play. Violation of this policy will result in disciplinary action by DC.
- C. Batter on Deck will be behind the batter and up the fence line or behind the Coach. So that they do not get hit by a bat.
- D. All players must wear a helmet at all times when out of the dugout on offense.
- E. Bunts and half swings are not allowed.
- F. Strikes will not be counted. Each player will bat until they hit the ball.
- G. Bat-throwing incident: Since there are no umpires make sure players are not throwing their bats. Warn them, if it continues they may have to be removed from the game.
- H. The home team will bat in the last inning regardless of score.
- I. A batted ball must stop on or beyond 10-foot in front of home plate to be a fair ball.
- J. No lead-offs or stealing.
- K. A play is over when the ball is returned to the infield and is controlled by an infielder on the infield. If a runner has passed the halfway mark between bases when the play stops, the runner will be awarded the next base. If the runner has not passed the halfway mark, the runner must go back to the last base touched.
- L. If a player is put out by the defense, she is out and will go to the dugout.

DEFENSE

- A. The infield fly rule does not apply.
- B. All players can play defense at the same time, 6 of which are infielders.
- C. A play is over when the ball passes through the pitchers circle or the ball is controlled by an infielder on the infield.
- D. Two defensive Coaches are allowed on the field.
- E. The catcher must wear a batting helmet with a facemask while playing defense.

Girls Age 7-8 Machine pitch

GENERAL

- A. Teams will use USSSA rules for their age bracket with the exceptions noted on this page.
- B. An 11-inch ball will be used.
- C. A new inning may not start after 1 hour. The game is ended at 1 hour and 10 minutes.
- D. Base distance are 60 feet.
- E. Each team will provide one umpire
- F. The Five Run Rule: A team cannot score more than five runs in an inning.

SUBSTITUTION

Free substitution. All Recreational leagues have free substitution. After completing the first inning of play, the Coach must insert those players who did not play defense in the inning. Players who have played two consecutive defensive innings cannot play a third defensive inning if another player has played only one defensive inning. Starting lineups must change from game to game. Similarly, the Coach must give each player the opportunity to play both infield and outfield in each game. If a game is only two innings, and a player has not had the opportunity to play the infield, the player will play infield in the 1st or 2nd inning of the next game. **Diamond Council requires every player to play an equal number of innings in the infield and outfield over the course of an entire season.**

BATTING & BASE RUNNING

- A. Team batting orders will be fixed throughout the game and must include all players in attendance.
- B. No walks
- C. A limit of six pitches or four strikes per batter unless the sixth pitch or fourth strike is a foul ball, then, there will be additional pitches until there is no contact or the ball has been put into play.
- D. The batter is out on a dropped fourth strike. Runners may not advance.
- E. No stealing.
- F. The play will be ruled dead, and no runner may advance when the ball is returned to the infield and is controlled by an infielder on the infield. If a runner has passed the halfway mark between bases when the play stops, the runner will be awarded the next base. If the runner has not passed the halfway mark, the runner must go back to the last base touched.
- G. **A courtesy runner must replace the catcher if the catcher is on base after two outs.** The substitute runner must take the same base as the catcher occupied. The substitute runner must be a player not playing defense in the game, however, if a substitute is not available, then the second out of the inning will become the courtesy runner.

Machine Pitch Rules

- E. A batted ball that hits the pitching machine shall be ruled a dead ball and the batter is awarded first base. No other base runners may advance unless forced.
- F. The "pitcher position" must start with at least one foot in the circle, but behind the pitching rubber, in order to stay a safe distance from the machine. They may not leave the circle until the ball is hit.
- G. Pitching Machine – The pitching machine will be set as follows;
Distance for center of the machine to the back of the plate shall be 35 feet.
- H. Speed for the machine shall be set between 34-36 mph.
- I. Prior to each game, each coach will feed at least one pitch and obtain a consensus that the machine is set correctly. Adjustments to the machine are to be made only if the machine has been hit or is not set correctly. Both teams are to use the same setup.
- J. The coach designated on the schedule as Home team for the first game of the night, 6pm, shall be responsible for getting the machine out and setting it up. The coach designated as Home team for the second game of the night, 7:30, shall be responsible for putting the machine away.

DEFENSE

- A. The infield fly rule does not apply.
- B. Ten players are allowed in the field. The tenth player must be an outfielder.
- C. Outfielders must start play in the grass area.
- D. Two defensive Coaches are allowed on the field.

Girls Ages 9 – 10 Kid Pitch/Coach Pitch

GENERAL

- A. Teams will use USSSA rules for their age bracket with the exceptions noted on this page.
- B. An 11-inch ball will be used.
- C. 3 Offensive coaches on the field
- D. 2 Defensive Coaches on the field
- E. A new inning may not start after 70 minutes. The game is ended at 80 minutes.
- F. Base distance 60 feet.
- G. The Five Run Rule: A team cannot score more than five runs in an inning.

SUBSTITUTION

Free substitution. All Recreational leagues have free substitution. After completing the first inning of play, the Coach must insert those players who did not play defense in the inning. Players who have played two consecutive defensive innings cannot play a third defensive inning if another player has played only one defensive inning. Starting lineups must change from game to game. Similarly, the Coach must give each player the opportunity to play both infield and outfield in each game. If a game is only two innings, and a player has not had the opportunity to play the infield, the player will play infield in the 1st or 2nd inning of the next game. **Diamond Council requires every player to play an equal number of innings in the infield and outfield over the course of an entire season.**

BATTING & BASE RUNNING

- A. Team batting orders will be fixed throughout the game and must include all players in attendance.
- B. No walks
- C. A limit of six pitches or four strikes per batter unless the seventh pitch or fourth strike is a foul ball, then, there will be additional pitches until there is no contact.
- D. The batter is out on a dropped third strike. Runners may not advance.
- E. No stealing.
- F. The play will be ruled dead, and no runner may advance when the ball is returned to the infield and is controlled by an infielder on the infield. If a runner has passed the halfway mark between bases when the play stops, the runner will be awarded the next base. If the runner has not passed the halfway mark, the runner must go back to the last base touched.
- G. **A courtesy runner must replace the catcher if the catcher is on base after two outs.** The substitute runner must take the same base as the catcher occupied. The substitute runner must be the last completed at bat of the inning. They will become the courtesy runner.
- H. In case of injury or illness during a game, the batting order is compressed and no out is taken. The player may not return to the field or batting order until their turn in the order comes up.

PITCHING

- A. Special Pitching Rules:
 - 1. Coach comes in to pitch after a 4 ball count; Pitchers will only pitch (4) called balls to a batter. Foul balls will be counted as strikes. After a four ball count has been reached, the COACH of the batting team will pitch two pitches to the batter, regardless of the count. Coaches are to pitch from the pitching rubber. If the batter does not hit one of the two coach pitches in fair play the batter will be out. A Foul ball on the last pitch will continue the at bat. NO WALKS
 - 2. A pitcher must be removed if they hit two batters in an inning.
 - 3. Pitchers are not required to pitch in a windmill motion, but still must be an underhand pitch.
 - 4. NO WALKS
- B. The strike zone will be expanded to the top of the shoulder to the bottom of the knee.
- C. Each Pitcher will receive 5 warmup pitches between innings

DEFENSE

- A. The infield fly rule does not apply.
- B. Ten players are allowed in the field. The tenth player must be an outfielder.
- C. Outfielders must start play in the grass area.
- D. Two defensive Coaches are allowed on the field.

Girls Ages 11 – 12

GENERAL

- A. Teams will use USSSA rules for their age bracket with the exceptions noted on this page.
- B. A 12" Softball will be used
- C. Absolutely no metal spikes.
- D. A new inning may not start after 1 hour and 10 minutes. The game is ended at 1 hour and 20 minutes.
- E. Base distance 60 feet
- F. Pitching distance 40 feet
- G. The Five Run Rule: A team cannot score more than five runs in an inning.

SUBSTITUTION

Free substitution. All Recreational leagues have free substitution. After completing the first inning of play, the Coach must insert those players who did not play defense in the inning. Players who have played two consecutive defensive innings cannot play a third defensive inning if another player has played only one defensive inning. Starting lineups must change from game to game. Similarly, the Coach must give each player the opportunity to play both infield and outfield in each game. If a game is only two innings, and a player has not had the opportunity to play the infield, the player will play infield in the 1st or 2nd inning of the next game. Pitchers may pitch three consecutive innings. **Diamond Council requires every player to play an equal number of innings in the infield and outfield over the course of an entire season.**

BATTING

- A. Team batting orders will be fixed throughout the game and must include all players in attendance.
- B. Stealing is permitted.
- C. A courtesy runner may replace the catcher if the catcher is on base after two outs. The substitute runner must take the same base as the catcher occupied. The substitute runner must be The last completed at bat of the inning.
- D. The Five Run Rule: A team cannot score more than five runs in an inning.
- E. In case of an injury or illness during a game, the batting order is compressed and no out is taken. The player may not return to the field or batting order until their turn in the order comes back up.

PITCHING

- A. Special Pitching Rules:
 - 1. Coach comes in to pitch after a 4 ball count; Pitchers will only pitch (4) called balls to a batter. Foul balls will be counted as strikes. After a four ball count has been reached, the COACH of the batting team will pitch two pitches to the batter, regardless of the count. Coaches are to pitch from the pitching rubber. If the batter does not hit one of the two coach pitches in fair play the batter will be out. A Foul ball on the last pitch will continue the at bat. NO WALKS
 - 2. A pitcher must be removed if they hit two batters in an inning.
 - 3. Pitchers are not required to pitch in a windmill motion, but still must be an underhand pitch.
 - 4. NO WALKS
- B. The strike zone will be expanded to the top of the shoulder to the bottom of the knee.
- C. Each Pitcher will receive 5 warmup pitches between innings

DEFENSE

- A. The infield fly rule will apply.
- B. Dropped third strike rule is in effect
- C. Outfielders must start play in the grass area.
- D. No defensive Coaches are allowed on the field.
- E. Pre-game infield is not permitted. Teams may take ground balls on the outfield side of the first and second base baseline and the second and third base baseline only if time permits

Girls Ages 13 – 14

GENERAL

- A. Teams will use USSSA rules for their age bracket with the exceptions noted on this page.
- B. Metal spikes are allowed.
- C. A new inning may not start after 1 hour and 10 minutes. The game is ended at 1 hour and 20 minutes
- D. Base distance 60 feet
- E. Pitching distance 43 feet
- F. The Five Run Rule: A team cannot score more than five runs in an inning.

SUBSTITUTION

Free substitution. After completing the first inning of play, the Coach must insert those players who did not play defense in the inning. Players who have played two consecutive defensive innings cannot play a third defensive inning if another player has played only one defensive inning. Starting lineups must change from game to game. Similarly, the Coach must give each player the opportunity to play infield in each game. A player may play the same position for more than two consecutive innings. The two consecutive inning rule applies only to the 12 & Under League and below. **Diamond Council requires every player to play an equal number of innings in the infield and outfield over the course of an entire season.**

BATTING

- A. Team batting orders will be fixed throughout the game and must include all players in attendance.
- B. The Five Run Rule: A team cannot score more than five runs in an inning.
- C. In case of injury or illness during a game, the batting order is compressed and no out is taken. The player may not return to the field or batting order until their turn in the order comes back up.

PITCHING

Any player may pitch with the following exception;

Teams will have 1 minute or five pitches between innings. With the exception of the catchers being ready to play all players must be ready to pitch and hit at the end of one minute. If the catcher is getting into gear another player or Coach should warm-up the pitcher. The home plate umpire may assess balls and strikes for teams and players not ready to hit or pitch.

Modified Pitching Rules

Rules which will be enforced

- 1. Must begin with both feet on the rubber.
- 2. No Leaping - the drag foot must stay in contact with the ground at all times.

Rules which will not be enforced:

- 1. Going to the glove more than once.
- 2. Stepping onto the rubber with hands together.
- 3. Taking signs while on the rubber.
- 4. Stride to the plate must be within the sides of the rubber.
- 5. Crow hopping and replanting before delivery.
- 6. Once both feet are on the rubber the pitcher may step back with one foot before delivery

DEFENSE

Pre-game infield is not permitted. Teams may take ground balls on the outfield side of the first and second base baseline and the second and third base baseline only if time permits.

Girls Ages 15 – 18

GENERAL

- A. Teams will use USSSA rules for their age bracket with the exceptions noted on this page.
- B. Metal or polyurethane spikes are allowed.
- C. A new inning may not start after 1 hour and 10 minutes. The game is ended at 1 hour and 25 minutes
- D. Base distance 60 feet
- E. Pitching distance 43 feet
- F. The Seven Run Rule: A team cannot score more than five runs in an inning.

SUBSTITUTION

Free substitution. After completing the first inning of play, the Coach must insert those players who did not play defense in the inning. Players who have played two consecutive defensive innings cannot play a third defensive inning if another player has played only one defensive inning. Starting lineups must change from game to game. Similarly, the Coach must give each player the opportunity to play infield in each game. A player may play the same position for more than two consecutive innings. The two consecutive inning rule applies only to the 12 & Under League and below. **Diamond Council requires every player to play an equal number of innings in the infield and outfield over the course of an entire season.**

BATTING

- A. Team batting orders will be fixed throughout the game and must include all players in attendance.
- B. The Five Run Rule: A team cannot score more than five runs in an inning.
- C. In case of injury or illness during a game, the batting order is compressed and no out is taken. The player may not return to the field or batting order until their turn in the order comes back up.

PITCHING

Any player may pitch with the following exception; A player that plays on a Competitive team is not allowed to pitch in the Recreational League.

Teams will have 1 minute or five pitches between innings. With the exception of the catchers being ready to play all players must be ready to pitch and hit at the end of one minute. If the catcher is getting into gear another player or Coach should warm-up the pitcher. The home plate umpire may assess balls and strikes for teams and players not ready to hit or pitch.

18 & Under Recreational

Modified Pitching Rules

Rules which will be enforced

- 1. Must begin with both feet on the rubber.
- 2. No Leaping - the drag foot must stay in contact with the ground at all times.

Rules which will not be enforced:

- 1. Going to the glove more than once.
- 2. Stepping onto the rubber with hands separated.
- 3. Taking signs while on the rubber.
- 4. Stride to the plate must be within the sides of the rubber.
- 5. Crow hopping and replanting before delivery.
- 6. Once both feet are on the rubber the pitcher may step back with one foot before delivery

DEFENSE

Pre-game infield is not permitted. Teams may take ground balls on the outfield side of the first and second base baseline and the second and third base baseline only if time permits.

SOFTBALL COMPETITIVE DIVISION

10 and UNDER – Competitive (Ages 9 & 10)

GENERAL

- A. Teams will use USSSA rules for their age bracket with the exceptions noted on this page.
- B. May play with 10 defensive players on the field
- C. There will be no run spreads with the 5 run per inning rule.
- D. Absolutely no metal spikes.
- E. A new inning may not start after 1 hour and 10 minutes. The game is ended at 1 hour and 20 minutes.
- F. Base distance 60 feet
- G. Pitching distance 35 feet
- H. The Five Run Rule: A team cannot score more than five runs in an inning.

SUBSTITUTION

Free substitution.

BATTING

Team batting orders will be fixed throughout the game and must include all players in attendance. A team may start with 8 players, however; they will take an out in that spot the 9th spot. If a player comes late, they may enter the game and be added to the last spot(s) in the batting line up. If a player becomes injured and cannot bat in her spot due to injury, the team will take an out in that spot the 1st time that player comes up to bat. After the first out, there will be no further penalty. The injured player may reenter the game in her batting spot at any time without penalty. EXCEPTION: If a team has only 9 players and one player becomes injured, then there would be an out for that batter for each time her spot comes up to bat.

PITCHING

Teams will have 1 minute or five pitches between innings. With the exception of the catchers being ready to play all players must be ready to pitch and hit at the end of one minute. If the catcher is getting into gear another player or Coach should warm-up the pitcher. The home plate umpire may assess balls and strikes for teams and players not ready to hit or pitch.

DEFENSE

Pre-game infield is not permitted. Teams may take ground balls on the outfield side of the first and second base baseline and the second and third base baseline only if time permits. Pitchers may not take warm-up pitches from the mound prior to taking the field to begin the game.

TIED GAMES

All Recreational and Competitive games tied at the end of the time limit will end in a tie. No extra innings will be played.

SPORTSMANSHIP

Coaches please emphasize the importance of team and player sportsmanship. No cursing or foul language from players, parents, or Coaches will be allowed, and will be cause for immediate ejection from the game.

12 and UNDER – Competitive (Ages 11 – 12)

GENERAL

- A. Teams will use USSSA rules for their age bracket with the exceptions noted on this page.
- B. Absolutely no metal spikes.
- C. A new inning may not start after 1 hour and 10 minutes. The game is ended at 1 hour and 20 minutes.
- D. Base distance 60 feet
- E. Pitching distance 40 feet
- F. The Five Run Rule: A team cannot score more than five runs in an inning.

SUBSTITUTION

Free substitution.

BATTING

Team batting orders will be fixed throughout the game and must include all players in attendance. A team may start with 8 players, however; they will take an out in that spot the 9th spot. If a player comes late, they may enter the game and be added to the last spot(s) in the batting line up. If a player becomes injured and cannot bat in her spot due to injury, the team will take an out in that spot the 1st time that player comes up to bat. After the first out, there will be no further penalty. The injured player may reenter the game in her batting spot at any time without penalty. EXCEPTION: If a team has only 9 players and one player becomes injured, then there would be an out for that batter for each time her spot comes up to bat.

PITCHING

Teams will have 1 minute or five pitches between innings. With the exception of the catchers being ready to play all players must be ready to pitch and hit at the end of one minute. If the catcher is getting into gear another player or Coach should warm-up the pitcher. The home plate umpire may assess balls and strikes for teams and players not ready to hit or pitch.

DEFENSE

Pre-game infield is not permitted. Teams may take ground balls on the outfield side of the first and second base baseline and the second and third base baseline only if time permits. Pitchers may not take warm-up pitches from the mound prior to taking the field to begin the game.

Tied Games

All Recreational and Competitive games tied at the end of the time limit will end in a tie. No extra innings will be played.

SPORTSMANSHIP

Coaches please emphasize the importance of team and player sportsmanship. No cursing or foul language from players, parents, or Coaches will be allowed, and will be cause for immediate ejection from the game.

14 and UNDER – Competitive (Ages 13 – 14)

GENERAL

- A. Teams will use USSSA rules for their age bracket with the exceptions noted on this page..
- B. A new inning may not start after 1 hour and 10 minutes. The game is ended at 1 hour and 20 minutes.
- C. Base distance 60 feet
- D. Pitching distance 43 feet
- E. The Five Run Rule: A team cannot score more than five runs in an inning.

SUBSTITUTION

Free substitution.

BATTING

Team batting orders will be fixed throughout the game and must include all players in attendance. A team may start with 8 players, however; they will take an out in that spot the 9th spot. If a player comes late, they may enter the game and be added to the last spot(s) in the batting line up. If a player becomes injured and cannot bat in her spot due to injury, the team will take an out in that spot the 1st time that player comes up to bat. After the first out, there will be no further penalty. The injured player may reenter the game in her batting spot at any time without penalty. EXCEPTION: If a team has only 9 players and one player becomes injured, then there would be an out for that batter for each time her spot comes up to bat.

PITCHING

Teams will have 1 minute or five pitches between innings. With the exception of the catchers being ready to play all players must be ready to pitch and hit at the end of one minute. If the catcher is getting into gear another player or Coach should warm-up the pitcher. The home plate umpire may assess balls and strikes for teams and players not ready to hit or pitch.

DEFENSE

Pre-game infield is not permitted. Teams may take ground balls on the outfield side of the first and second base baseline and the second and third base baseline only if time permits.

16/18 and Under Competitive (ages 15-18)

Straight USSSA rules. Teams may bat the entire roster and have free substitution.

DEFENSE

Pre-game infield is not permitted. Teams may take ground balls on the outfield side of the first and second base baseline and the second and third base baseline only if time permits.

TIED GAMES

All Recreational and Competitive games tied at the end of the time limit will end in a tie. No extra innings will be played.

FIVE RUN RULE

A team cannot score more than five runs in an inning

SPORTSMANSHIP

Coaches please emphasize the importance of team and player sportsmanship. No cursing or foul language from players, parents, or Coaches will be allowed, and will be cause for immediate ejection from the game.

Unsportsman like conduct on the part of players, Coaches or fans will not be tolerated. Umpires may, but are not required to warn players, Coaches or fans of unacceptable conduct. Unsportsman like conduct will result in ejection from the game and may result in the game being forfeited.

Miscellaneous Rules

Metal spikes are allowed.

The "home" team shall keep the official score book for the purpose of maintaining the correct batting order for the game.

All players must remain in the dugout except when batting, playing defense, warming up in the on-deck circle or Coaching in the Coach's box. Penalty for not adhering to this rule will be a team warning on the first violation. For subsequent violations, the offending player will lose their next turn at bat and no out is recorded.