

***A student/athlete or coach, who is ejected from a game, will be suspended for one full game. If the same student/athlete or coach is ejected a second time during the same season, they will be suspended for the remainder of the season. If the ejection occurs during the last game of the season, the suspension will carry over to the playoffs or the next season, whichever one applies.*

Playing Field

- The diamond shall have 60-foot bases.
- The pitching distance shall be 43 feet.
- The pitching mound shall have an 16-foot diameter circle.

Equipment

- Any player may wear gloves, but only the catcher and first baseman may use mitts. The pitcher may not wear any items on the hands, wrists or arms that may be distracting to the batter.
- No jewelry is to be worn by any player.
- Pitchers may wear a protective facemask at all times when pitching.
- All catchers must wear facemasks, body protectors, shin guards, throat protectors and catcher's helmets, even when pitchers are warming up.

Bats

- Only official softball bats are to be used. They shall meet the 2000 or 2004 ASA performance standard and bear either the 2000 or 2004 ASA mark.

Players and Substitutes

- Each team must start with no less than nine (9) players.
- A free substitute runner can be used for the pitcher and catcher and not count as a substitution. This is done to speed up the game.
- Batting order must remain the same throughout the game even though substitutions are made.
- A team may use a designated hitter.
- Extra hitters/flex players are **not** allowed.

Game

- The game length is six innings, with 3 ½ innings constituting a complete game due to weather, darkness or other unsafe playing conditions. Only the umpire may call the game before the six (6) innings are complete.

- 7 runs per inning (continuous), with a 1 hour & 30 minute time limit during the regular season. 10 run rule after 3 ½ innings in all conference playoff games (play-ins, semi-finals and finals).
- Extra inning tie breakers will not be played during the regular season games.
- Pitchers may pitch nine (9) innings per week. One pitch shall constitute an inning pitched for that week.
- The coaches will make two lineup cards, one for the umpire and one for the opposing team.
- Adult coaches can coach both coaching boxes.
- Each team will provide 3 game balls.

Scores

- In **non-tournament play**, a game that is tied at the end of one hour and thirty minutes of play shall stand as a tie. If the inning is incomplete at the end of one hour and thirty minutes, the score shall revert back to the previous full inning.
- A **seven run rule** during one inning is in effect.
- **Tournament ties** will be played off in extra innings.

Batting

- The plate umpire should always go over the ground rules (i.e. out of play areas, ground rules for a particular field) with both coaches prior to the game.
- Batting helmets are to be worn at all times during batting and running. In addition, helmets must be worn while in the on-deck circle and while coaching a base.
- All batters, base runners and student coaches will wear approved batting helmets.

Pitching Restriction

- Each pitcher is restricted to nine (9) innings per week.
- At the beginning of each inning, or when a pitcher relieves another, no more than one minute may be used to deliver no more than five (5) balls.

*Please note that DUSD sport rules are based on/and follow NFHS Rules.