The Dysart Elementary Athletic Conference will use the 2016-2017 National Federation High School Associations Softball Rule Book as the adopted publication for their Softball Rules and Interpretations. Exceptions and highlights are listed below:

1. A student/athlete or coach, who is ejected from a game, will be suspended for one 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 next season.

2. Teams consist of a maximum of eighteen (18) players on a school’s roster.

**The Playing Field**
- The diamond shall have 60-foot baselines.
- The pitching distance shall be 43 feet.
- The pitching mound shall have a 16-foot diameter circle.

**Equipment**
- Any player may wear gloves, but only the catcher and first baseman may use mitts. The pitcher may wear no white on her glove arm.
- All players must wear shoes. Metal spikes may not be worn.
- Glove/mitts shall be worn by all other fielders and conform to the following maximum specifications. The pitcher may wear a maximum if two colors excluding lacing and manufacturer’s logo colors. Lacing shall not be the color of the ball. The arm must be flesh color; a pitcher shall not wear any item on the pitching hand or thighs that may be distracting to the umpire or batter.
- All catchers must wear facemasks, body protectors, shin guards, throat protectors and catcher’s helmets, even when pitchers are warming up on the side lines or between innings. All players must wear shoes. Metal spikes may not be worn. Helmets must be equipped with faceguards.
- Only official softball bats are to be used. They shall meet the 2000 or 2004 ASA performance standards and bear either the 2000 or 2004 ASA mark.
- Weighted attachments on the bat, including batting donuts, are illegal and shall not be used to warm up hitters.

**Players and Substitutes**
- Each of the two teams must start with nine (9) players.
- One or more of players must be designated captain.
- A player, who is not listed as an eligible substitute on the lineup card, shall not be prohibited from playing. A substitute may replace a player, including the pitcher, when the ball is dead or time has been called. The substitute or coach shall report, only at the time of the change, to the plate umpire by stating name and shirt number of the player entering the game for the first time or the player re-entering, the name of the player entering the game as a courtesy runner or being replaced in the batting order and the position to be occupied in the field if the player is not a courtesy runner. The pitcher is no longer required to pitch until the first batter facing her has completed her turn at bat or the side has been retired. A pitcher may be removed as a pitcher, move to a different defensive position and return as a pitcher only once per inning provided the return as pitcher does not violate either the substitution or charged conference rule.
- The batting order remains the same throughout the game even though substitutions are made.
- A substitute shall not enter the contest unreported.
- Any player may be withdrawn from the game and re-entered once, provided such player occupies the same batting position whenever in the lineup. A violation results in illegal substitution. A substitute who is withdrawn may re-enter.
- The team at bat may use a courtesy runner for the pitcher and/or the catcher at any time. Neither the pitcher nor the catcher will be required to leave the game under such circumstances. The same courtesy runner may not run for both the pitcher and the catcher any time during the game. Players who are currently in the game or have participated in the game in any other playing capacity are ineligible to serve as courtesy runners. Once the courtesy runner is designated for that half-inning, the pitcher or catcher for whom she is running may not return to run while that courtesy runner is on base. A courtesy runner cannot run for a courtesy runner.
- A team shall consist of nine (9) players.
- The starting players or substitute may be withdrawn from the game and re-entered once, provided such player occupies the same
batting order whenever in the lineup. A starter and any substitute for a starter may not be in the game at the same time. Violations results in illegal substitution. But they must return to the same batting order as they were in when they left the game. (The pitcher may be moved from the pitching position the second time, she may not resume that position again,) but may play elsewhere. Note: a pitcher may be removed as a pitcher and return as a pitcher only once per inning provided the return does not violate either the substitution or charged conference rule.

- The batting order remains the same throughout the game even though substitutions are made.
- Free Substitution is allowed – do not worry about lineups during non-tournament games as long as the player returns to the same place in the batting lineup.

**Game**

- No inning shall start after a one hour and fifteen-minute time limit for non-tournament games. The time limit shall begin at the time of the first pitch. First pitch should be five (5) minutes after the teams arrive on the field. Warm-ups should be completed prior to game time. Any inning starting prior to the one hour and fifteen-minute time limit shall be completed.
- Each team, when on defense, may be granted not more than two charged conferences. Each team, when on offense, may be granted not more than one charged conference per inning. Time granted for an obviously incapacitated player shall not constitute a charged conference.
- Ten (10) run rule after 3 1/2 innings if the home team is winning. Ten (10) run rule after the 4th inning if the visiting team is winning. If there is a disagreement between the home and visitor scorebook, the designated home team will be the official scorebook. Please make sure that the individual keeping the visiting team’s scorebook has the same score as the official home team scorebook.
- A game ending in a tie shall go on the official standings as a tie game.
- A cancelled game shall not be rescheduled.
- All teams will play in the end of season playoffs.
- Ties for seeding into the tournament shall be settled by a coin toss.

**Tournament**

- Ten (10) Run rules after 2 1/2 innings if the home team is winning. Three (3) innings if the visiting team is winning.
- Tournament ties will be played off in extra innings.

**Scores**

- In non-tournament play, a game that is tied at the end of one hour and fifteen minutes of play shall stand as a tie.
- A six (6) run rule during one inning is in effect.
- Tournament ties will be played off in extra innings.

**Pitching Regulations**

- Be strict with the pitching rules.
- 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. If more than five balls are taken for the warm-up, the exceeding pitches will be awarded as balls to the next batter. If cold weather allows the pitcher extra warm-ups if needed.
- After one warning and explanation, the next pitch with that same infractions will be called a ball. Each violation of the pitching regulations is a separate entity. Base runners are entitled to advance one base without liability to be put out.

**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 helmets must have face guards.