

2016 scenic city softball rules

Primary rules refer to Dizzy Dean softball rules.

League Draft Rules

- 1) Hold core teams with previous signed spring roster.
- 2) New Teams: 4 holds, blind draw or draft with evaluations of players.
- 3) All bats must have ASA, NSA, stamped and be 1.20 BPF.
- 4) NO SHOW CHECKS MUST BE 100.00 PER PARK. IF A TEAM DOES NOT GIVE A 24 HOUR NOTICE, THEN THEY WILL LOSE 50.00 PER GAME.

General Rules

- 1) 75 minutes no new inning after 70 min. or 6 innings. Home team still bats
- 2) Softball shall be 47 core 375 compression.
- 3) Batting helmets must have a face mask & chin strap.
- 4) Team is allowed to pick up players to fill team to 9 players. Pickup players must bat last & play in the outfield.

5/6 Rules

- 1) Two tee hitters are allowed, and they must bat last.
- 2) Start of the fourth week, no tees can be used.
- 3) Pitcher must have a helmet or face mask.
- 4) Player can leave the circle straight back within the circumference of the circle.
- 5) Bat all, play all in the field, free subs.
- 6) Catcher must wear a helmet with a face mask.
- 7) Five pitches, no strikes.

7/8 Rules

- 1) Pitcher must wear a helmet or face mask.
- 2) Pitcher can leave the circle straight back within the circumference of the circle.
- 3) Bat all, play all in the field, free subs.
- 4) Catcher must wear a helmet with a face mask & a chest protector; HEAVILY ENFORCED.
- 5) Five pitches, 3 strikes.
- 6) Bunting allowed.

9/10 Rules

- 1) Stealing bases: player can steal when the ball crosses the plate.
- 2) Player will be able to steal one base at a time, period even on wild throw or walks.
- 3) Pitching rule: coach must pitch if the count is 3 balls with no strikes, or 3 balls with 1 strike

Start of the fourth week there will be no Coach pitch allowed

- 4) Pitcher must stay in the circle when the coach is pitching.
- 5) Bat all, play 10 in the field, free subs
- 6) No bunting, or stealing when the coach is pitching.
- 7) Coaches will pitch from the rubber.

11 Yrs & Up

- 1) 7 run limit per inning.
- 2) Drop third strike runner can advance to first if not occupied 11/12

If bases are loaded with two outs runners can advanced on drop third strike

- 3) Infield fly is in effect for 11/12
- 4) Runner can advance to second on a walk at their own risk, hesitate and runner is out unless there is an attempt to make a play at second.