



Diamond Youth Softball®

2026

Official Rules & Regulations

www.dysusa.org

*"Train up a child in the way he should go and, when he is old,
he will not depart from it." - Proverbs 22:6*

Diamond Youth Softball 2026 League Insurance

2026 Insurance Rates

Accident (\$250,000) – No Deductible

DIVISION - SOFTBALL	RATE PER TEAM
Girls Softball (6 & Under)	\$15.55
Girls Softball (8 & Under)	\$18.45
Girls Softball (10 & Under)	\$20.25
Girls Softball (12 & Under)	\$21.95
Girls Softball (15 & Under)	\$34.80
Girls Softball (18 & Under)	\$59.55
General Liability (\$2,000,000)	\$47.61

Directors & Officers Liability

\$382 flat charge per league - \$1,000,000 Limit of Coverage

\$490 flat charge per league - \$2,000,000 Limit of Coverage

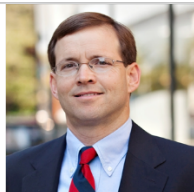
Equipment / Crime Insurance

(subject to a minimum premium of \$300)

- Crime: \$25,000 limit and a \$500 deductible.
- Equipment: Limit is based on the Replacement Cost Value of 100% of Organization Owned Equipment with a \$500 deductible.

**Fall Ball coverage is automatically included in the Accident
& General Liability for no additional charge.**
(Applies to same age groups insured in the spring)

Apply For Coverage Online And Print Your Proof Of Coverage
Documents, Certificates Of Insurance For Property Owners, And Claim
Forms Within Seconds!



John Sadler

SADLER
SPORTS & RECREATION INSURANCE

Division of Specialty Program Group, LLC

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www.sadlersports.com/dyb

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Diamond Youth Softball

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Official Statement of Policy

Diamond Youth Softball (DYS) is a non-discriminatory community-based organization of DYB, Inc. that aims to promote fair play for all participants through uniform adherence to Diamond Youth Softball Official Rules, Policies & Regulations.

DYS is fully committed to equal opportunity and abides by all applicable federal, state, and local laws pertaining to nondiscrimination and fair practices. DYS does not and shall not discriminate on the basis of race, color, region, ethnicity, or disability.

It is the policy of DYS to promote the development of strong character, a right attitude, a sense of responsibility, and citizenship in youngsters, using the game of softball as a vehicle. It is the purpose to achieve this goal through fair play, good sportsmanship, and congenial fellowship, with adult leaders providing an example while attempting to limit injury caused by overexertion.

It is strictly against the policy of DYS for any person, either as a participant or a spectator, to engage in arguments, to use abusive language, to harass umpires, or to exhibit any behavior not in concert with the general intention of this policy statement. Team coaches are required to abide by this policy statement, and all parents and other adults are strongly encouraged to do so.



DIAMOND YOUTH SOFTBALL

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Diamond Youth Softball (“DYS”) is a non-discriminatory, community-based organization of DYB, Inc., which aims to promote fair play for all participants through the uniform adherence to DYS Official Softball Rules, Policies & Regulations. DYS is fully committed to equal opportunity and abides by all applicable federal, state, and local laws pertaining to nondiscrimination and fair practices. DYS does not and shall not discriminate on the basis of race, color, region, ethnicity, or disability.

DYS Mission

To promote the development of strong character, a right attitude, a sense of responsibility, and citizenship in youngsters using the game of softball as a vehicle.

Diamond Youth Softball

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“Train up a child in the way he should go and, when he is old, he will not depart from it.” - Proverbs 22:6

Operational and Non-Operational Control by Diamond Youth Softball

All pre-season activities, regular season, intra-league tournaments, and all other league activities; Diamond Youth Softball, a DYB, Inc. program, shall have no operational control responsibility over the following:

Premises-including, but not limited to, playing fields, practice fields, player dugouts, spectator areas, concession areas, parking areas, adjoining areas, and player or spectator entertainment areas, whether on or off-site.

Activities-including, but not limited to preseason and off-season meetings and preparation, implementation of a child abuse/molestation risk management program, player registration tryouts, practices, games, intra-league tournaments, fundraising activities, banquets, team or league outings, and all other activities that are team or league-approved and travel to and from the above.

Actions-including all actions (including inactions) and decisions on a league or team level that are initiated by league or team officials, directors, administrators, or volunteers, including the selection of volunteers and league security.

Sanctioned all-star tournaments, including subdistrict, district, area, regional, state, and world series, Diamond Youth Softball and DYB, Inc. have no operational control or responsibility over the following:

Premises-including, but not limited to, practice areas, spectator areas, concession areas, player accommodations, and entertainment areas for players or spectators, whether on site or off site.

Activities- including but not limited to activities within housing, player, or spectator entertainment on or off-site, outings, and travel to and from the above.

Actions-including all actions (including inactions) or decisions initiated by the tournament host or by team volunteers or employees, including the selection of volunteers and tournament security.

- **Diamond Youth Softball and DYB, Inc. have operational control and responsibility only to the extent of requiring that any violation of official rules and regulations will be corrected in accordance with the official rules and regulations.**
- **Diamond Youth Softball and DYB, Inc. have joint operational control and responsibility with the tournament host over all game playing fields and dugout areas for all-star tournaments, including subdistrict, district, regional, state, and world series.**
- **Diamond Youth Softball and DYB, Inc. are "all-volunteer" organizations with limited resources; it is not responsible for taking affirmative action to police all premises, activities, and actions for compliance with the official rules and regulations, except as outlined above.**

DYS Child Protection Plan

(A child abuse/molestation risk management plan)

The "Protecting Young Victims from Sexual Abuse and Safe Sport Authorization Act of 2017" ("Safe Sport Act") mandates that all amateur sports organizations, which participate in an interstate or international amateur athletic competition and whose membership includes any adult who is in regular contact with an amateur athlete who is a minor must report suspected child abuse, including sexual abuse, within 24 hours to law enforcement.

The Safe Sport Act subjects all DYS franchised softball leagues to the provisions of this federal law because each league has adults working with youth who are in repetitive contact with minor athletes.

Child abuse/molestation takes different forms, including verbal abuse, physical abuse, emotional abuse, and sexual abuse. Any form of child abuse/molestation is contemptible and goes against the policies and mission of DYS.

DYS is committed to addressing concerns over child abuse/molestation by informing and educating its affiliated leagues on this risk by providing the DYS Child Protection Plan (a child abuse/molestation risk management plan) for adoption by all DYS leagues. The plan may significantly lessen but not eliminate the chance of an occurrence. Failure to implement the DYS Child Protection Plan or a similar comprehensive plan may expose leagues and their officials, volunteers, and other representatives to significant legal liability.

DYS requires that all franchised softball leagues adopt and implement the DYS Child Protection Plan or a similar comprehensive child abuse/molestation risk management plan. The league may download the DYS Child Protection Plan from the Diamond Youth Softball for adoption by the league or its sponsoring organization.

DYS has no operational control over league security, including the selection of volunteers associated with independent leagues that affiliate with its program. Therefore, it is the sole responsibility of the independent leagues to act by adopting and implementing the DYS Child Protection Plan or a similar comprehensive child abuse/molestation risk management plan.

Any plan adopted by a league and/or its sponsoring organization must include a provision for conducting criminal background checks which searches the National Criminal Database and the National Sex Offender Registry in all 50 states (not limited to just sexual offender records) from state and county databases on all managers, coaches and other authorized adult participants in the league who have repetitive access to and close contact with minor athletes.

Because DYS has no operational control over league security, including the selection of local league volunteers, each franchised league shall be required to indemnify and hold harmless DYS against all legal actions based on child abuse/molestation allegations arising from any team, league, tournament, or other activities of such league.

Playing Field Dimensions Chart

Age	Bases	Fences	Box	Rubber
6U	60**	150'- 180'	6' X 3'	35'
8U	60'	180'- 200'	6' X 3'	35'
10U	60'	180'- 200'	7' X 3'	35'
12U	60'	180'- 200'	7' X 3'	40'
15U	60'	180'- 200'	7' X 3'	43'
18U	60'	180'- 200'	7' X 3'	43'

***State/League Option: 50' baselines may be used in 6U play.**

Age	Innings	Run Rule	Batting
6U	5	12 after 3* 10 after 4	No bunting Continuous - Bat the Line-up Roster – 12 Players Required
8U	5	12 after 3* 10 after 4	No bunt/slap. Continuous - Bat the Line-up Roster – 12 Players Required
10U	6	12 after 3* 10 after 4 8 after 5	No show bunt, hit-away. Continuous - Bat the Line-up Roster – 12 Players Required
12U	6	12 after 3* 10 after 4 8 after 5	No show bunt, hit-away. Continuous - Bat the Line-up Roster – 12 Players Required
15U	7	12 after 4 10 after 5 8 after 6	Roster – Min 10 / Max 15 9-player batting order.
18U	7	12 after 4 10 after 5 8 after 6	Roster – Min 10 / Max 15 9-player batting order.

***12 Run Rule – does not apply unless all batters have batted.**

**A face guard attached to the batting helmet is require in all age divisions.
No DH or DP/Flex allowed.**

Diamond Youth Softball Regulations

1.00 The League

1.01 The League is the smallest unit of organization, governed by those active in the program—including officers, directors, coaches, umpires, sponsors, and player agents—who manage league operations. The community aspect of the program should be the goal and maintained.

1.02 Each league or group of leagues shall operate within a single boundary, shall adopt a set of local rules and regulations for the operation of the league, or leagues and elect officers to manage the operations of the league(s). Local leagues may not adopt administrative rules and regulations that conflict with Diamond Youth Softball Official Rules and Regulations.

1.03 Leagues are assigned to districts within a state and are under the direction of a District Director. All District Directors and the State Directors are under the direction of the National Commissioner.

1.04 No district, state or national director or any designated tournament director shall have the authority to add, change, or waive any current rule or regulation, or to permit the violation of any rule or regulation.

1.05 The annual franchise fee shall be \$14.00 per team per year. All leagues shall pay the same franchise fee, as stated therein, and no exceptions shall be granted.

1.06 State registration fees per league are \$55.00, which includes a \$5.00 national administration fee and shall be paid with the national franchise fees.

1.07 A league's annual franchise renewal form and all franchise fees must be submitted to the National Office on or before April 1. Franchise renewals postmarked after April 1 will incur a \$50.00 late penalty assessment, which must be paid before the District Credentials meeting to participate in any Diamond Youth Softball-sanctioned tournaments.

2.00 League Boundaries

2.01 Each league shall submit an actual boundary from within which it will select its players for approval by the District and State Director. New leagues establishing boundaries and old leagues altering their boundaries shall have the approval of the State Director and the District Director before such establishment of a new league's boundary or a change in the old league's boundary. An updated copy of a league's boundary will be furnished to the District and/or State Director upon request.

2.02 Two or more leagues operating under separate boards may operate within the same boundary or an overlapping boundary area shown on their boundary maps by written agreement of the leagues concerned and approved by the State Director.

2.03 The Board of Directors of DYB allows each league and players accepted by a league to continue playing in the league, any player: (1) whose legal residence (domicile) changes after they have become a member of a league, and/or (2) who live outside of the league's boundaries because of a revision of such boundaries, even though now residing in the territorial boundaries of another league. NOTE: In such cases, the player has the option, for the upcoming season, to either remain with the league they participated in during the previous season or to join the new league that now includes their current residence. This decision must be made at the time of registration for the upcoming season. Once the player makes their choice, they are

required to remain in the selected league, except as provided in Regulation 2.06.

2.04 Players shall be considered property of the league in which their permanent legal residence (domicile) is located, provided that residence falls within the league's defined boundary. This includes all players participating within that boundary, as well as those acquired in accordance with Regulations 2.06 or 2.07. Players will remain the property of their league unless they relocate to a new permanent legal residence that falls within the boundary of another DYS league(s), or unless otherwise provided for in these rules.

2.05 The State Board of Directors has exclusive authority to determine the proper boundary for eligibility purposes for any player whose parents claim to own or rent dual residences located in more than one league boundary.

2.06 Any player to whom the courts have appointed a custodial parent, or legal guardian, may play local league and be eligible for tournament play for a league within the boundary of the custodial parent or the boundary of the non-custodial parent.

2.07 Any player has a choice to play local league and be eligible for tournament play for a league in either the boundary where she resides or the boundary of the league where she attends public or private school (excluding home schools) as of January 1st of the current school year. The player cannot go back and forth between the league of residence and the league where they attend public or private school (excluding home schools). A player who registers and is accepted by the league where she attends school must remain in that league. EXCEPTION: A player who opts to play in the league where she attends school is eligible to use the school option again if they move their physical address into another Diamond Youth Softball league's boundary. If a player wishes to exercise this option, a completed DYB/DYS School Verification Form must be included with the Tournament Team Affidavit at the District Credentials Meeting.

3.00 Selection of Players

3.01 Each league shall determine its own method for the selection of players for team rosters and adopt rules regarding the replacement of players on team rosters.

4.00 Player/Coach Eligibility and Registration

4.01 All leagues shall file a roster of players, managers, and coaches of each team in the league using the online rosters system on or before May 1.

4.02 Only players whose biological sex at birth was female are eligible.

4.03 A maximum of three managers/coaches may be registered on each 10U, 12U, 15U & 18U team. Four managers/coaches may be registered on each 6U-8U team. Only registered managers/coaches shall be eligible to coach tournament teams.

4.04 An eligible player shall become subject to DYS Rules and Regulations when she registers with the league for the current year. Any player that registers and plays in any DYS league shall be ineligible to participate as a member of the league's tournament team if she does not reside within the league's approved boundary in any circumstance except as provided in Regulation 2.07. Any such player will be designated as an "ineligible player" for tournament eligibility purposes. The parent or guardian of the player shall be responsible for determining if his/her child is eligible to participate on any of the league tournament teams under DYS Rules and Regulations. A player shall not register and play with two different franchised leagues.

4.05 Any league that registers and allows a player who does not reside within its approved boundary or does not meet the requirements of Regulation 2.07 to participate in its league shall not allow such player to participate as a member of the league's tournament team under any circumstance. Any such player shall be designated as an "ineligible player" for tournament eligibility purposes. No waivers or releases are allowed for any reason. All league officials, including coaches and volunteers in a league, shall be responsible for determining if a player is eligible to participate on any of the league tournament teams under DYS Rules and Regulations. **PENALTY:** The player shall be ineligible to participate on any of the league's tournament teams. If the league places an ineligible player on a league tournament team roster, the player shall be subject to disqualification and removal from the team upon protest before the conclusion of the player's first state tournament game.

4.06 Each league shall determine its own method for selecting managers and coaches. All managers and coaches shall be adults of at least 18 years of age. In accordance with the Safe Sport Act (Federal Law 115-126), all managers and coaches must pass a third-party criminal background check, which searches the National Criminal Database, the National Sex Offender Registry in all fifty states and state and county databases. The league should run a subsequent background check at least every three years or more often as the league deems appropriate.

4.07 Local leagues have the authority to establish league rules to suspend managers and coaches for unsportsmanlike acts or willful violation of local rules and regulations as well as rules and regulations established by Diamond Youth Softball.

5.00 Player Age Limit and Birth Certificate

5.01 The Age Determination Date for a DYS Softball player is the actual age of a player on December 31 of the previous year.

5.02 Each league president is responsible for ensuring that no player is over league age and that records of proof of age are available upon request. One of the following documents shall be used to verify age:

- (a) Birth certificate issued by a government agency that has a raised or affixed seal and is accepted as legal proof of age.
- (b) Hospital certificate issued at birth.
- (c) Baptismal certificate issued within the first six years after birth, which shows the actual date of birth. **NOTE:** A legible copy of one of the above certificates, which has a statement on the document stating that it is an exact and true copy of the original, signed by the parent or legal guardian, shall be accepted.
- (d) Unexpired passport issued by the U.S. Government.

6.00 Team Sponsors

6.01 No firm or company advertising which primarily reflects the sale or use of alcoholic beverages or tobacco products (including vaping devices and e-cigarettes) shall be permitted as a sponsor of the DYS program, either locally or nationally, and shall not be permitted to display any form of such advertising in connection with the program.

7.00 Conduct and Sportsmanship

7.01 Members of a team shall not ride, kid, heckle, poke fun at, or in any other manner do anything that, in the opinion of the umpire, distracts the opposing team.

A player shall not throw a bat, helmet, or other equipment in anger or disgust.

PENALTY: The guilty player, manager, or coach shall be removed from the game.

Managers/coaches are removed from the dugout for the remainder of the game.

7.02 Local leagues (Tournament Director in tournament play) have the authority to ban noisemakers during local league play.

7.03 The use of any alcoholic beverage or tobacco product (including vaping devices or e-cigarettes) within the confines of the playing field, dugout or bench by any manager, coach, player, umpire, or league official is prohibited. The penalty for violation of this rule shall be the removal of the guilty manager, coach, player, umpire, or official from the game and from the dugout.

7.04 Local leagues (Tournament Director in tournament play) have the authority, as permitted by local and state law, to remove or ban from the league's playing facilities any spectator who is flagrantly displaying unsportsmanlike conduct, profanity, or who threatens physical harm to umpires, players, managers, coaches, or league officials. This authority applies to all scheduled regular-season games or tournament games played at its playing facilities.

DYS Tournament Regulations

8.00 Tournament Play

8.01 A sanctioned tournament is any level of tournament play approved by DYS that allows each franchised league to enter teams in each age division at the first level of tournament play for the right to advance to subsequent levels of sanctioned play.

8.02 Host teams shall not participate in any level of tournament play below that in which they serve as the host.

8.03 The earliest date a sanctioned DYS tournament may be scheduled to begin shall be determined by each state organization.

8.04 Only brackets and pool play formats approved by the commissioner may be used.

8.05 State organizations may advance more than one team from all levels of tournament play to the state tournament.

8.06 The commissioner will supply the written procedures to be used for advancing more than one team from a tournament bracket and the tie-breaker rules for pool play tournaments. **STATE OPTION:** In pool play, the state organizations may determine the order of finish strictly by using the tie-breaker rules. All teams must be notified in writing BEFORE the tournament begins that this option will be used.

8.07 No team shall be required to play more than three (3) games on the same day.

8.08 In the case of an "if needed" game to determine a tournament champion, there shall be at least one (1) hour rest between games.

8.09 The Commissioner shall be empowered to waive any tournament rule deemed necessary to ensure the completion of any tournament where there have been delays caused by inclement weather or other reasons.

9.00 Financial Responsibility

9.01 Tournament hosts must present required insurance coverage to the District Director, State Director, or Commissioner, as applicable. Tournament teams must present required insurance coverage to the tournament credentials committee(s). Hosts and all teams participating in sanctioned and other approved DYS tournament play must provide evidence of insurance coverage that meets the following requirements:

i. **Excess Accident** - The Tournament Host and each tournament team must be covered by an Excess Accident policy under their respective organizations' names with a medical limit of at least \$50,000. For teams, it is not acceptable for each parent to provide individual evidence of health insurance for his/her child. For the tournament host, coverage must be provided for all umpires, scorekeepers, employees, and volunteers.

ii. **General Liability** - The Tournament Host and each tournament team must be covered by a General Liability policy under their respective organizations' names with an "each occurrence" limit of at least \$1,000,000 combined single limits for "bodily injury" and "property damage". Such a policy may not provide "claims made" coverage and may not have an exclusion for lawsuits arising out of injuries to athletic participants. If the tournament host or team does not purchase its General Liability insurance through the approved DYS. insurance program, it is required that the General Liability policy name Diamond Youth Softball. as an "additional insured".

10.00 Team Eligibility Requirements

10.01 Each league shall be entitled to enter a team chosen from the entire league as its tournament team in each age division.

10.02 All tournament teams participating in a State tournament shall be required to deliver an acceptable digital group photo image of the team in uniform (Including the team manager and only the required number of coaches) to the State Director before the beginning of state tournament play.

11.00 Player/Coach Eligibility Requirements

11.01 Only players who have played in a minimum of eleven (11) of their league games shall be eligible for tournament competition, with the exception that the state director shall be empowered to rule a player eligible, for good reason, even though the player has not played in eleven (11) games. DYS urges state directors to grant this exception only for good and substantial reasons, such as injury or sickness by the player substantiated by a physician's notarized statement, weather conditions causing postponement of games, and instances in which leagues were late in starting its seasons and therefore unable to complete a majority of its games before the start of tournament play. There may be other reasons for granting an exception, and the state director should exercise discretion. **EXCEPTION:** A JV and/or Varsity High School Player must play a minimum of six (6) regular season games in the local league for the ages of 12U, 15U, and 18U. This exception may only be granted if there is roster proof from their state high school association.

11.02 No manager or coach shall participate on more than one DYS sanctioned tournament team at the same time.

11.03 No player shall participate on more than one of a League's DYS sanctioned tournament teams at the same time.

11.04 Under no circumstances can a player be listed on the original tournament roster affidavit of more than one of a league's DYS tournament teams during the same year. Exception: Players who are rostered under a specific league franchise number who participate on non-sanctioned rosters or the rosters of second-sanctioned teams within a playing division may be used as replacement players with the approval of the state director if their original tournament team has been eliminated from competition.

11.05 Only managers, assistant managers, or coaches during the regular league season shall be eligible to manage or coach a tournament team, and they shall be registered on their regular season team rosters as filed with the district and state directors. The state director shall be empowered to grant exceptions to this rule.

11.06 A player, replacement player, manager, or coach shall not miss any of their team's scheduled games in DYS tournament play due to participation in another tournament or travel delays from participation in another tournament. PENALTY: Any player, or replacement player, manager, or coach who violates this rule shall be ruled ineligible from further tournament play and must be replaced.

11.07 A team shall not miss the first game of each level of DYS tournament play due to participation in another tournament for any reason. PENALTY: Any team that violates this rule shall be disqualified from DYS Tournament play immediately. Any advancement to the next level of play will be forfeited and passed down to the next qualified team.

11.08 No DYS official, elected or appointed, shall serve as a tournament director or any other official capacity in tournaments in which he/she manages or coaches in any tournament in which his/her team participates, including any time after his/her team is eliminated from the tournament.

11.09 A player on a Tournament Team Affidavit who does not play in any games at any level of tournament play for any reason, including injury or illness, must be replaced if the team advances to the next level of play.

12.00 Tournament Team Roster Affidavit

12.01 The tournament team roster affidavit shall be completed by the league online for each tournament team and printed in triplicate. The league shall deliver three signed originals of the team roster affidavit to the District Director at the Credentials Meeting no less than seven (7) days before the first tournament game. Each tournament team manager shall keep one of the originals of the tournament team roster/affidavit, properly completed, to present at all tournament games. In addition to the tournament team roster affidavit, each team manager shall have a birth record and medical release form for each player whose name appears on the affidavit. The affidavit, medical release form, birth records, proof of insurance, and the DYS Coaches Background Check form shall be publicly inspected and approved by a credentials committee composed of three members, one of whom may be the tournament director.

12.02 6U, 8U, 10U, and 12U DYS tournament team affidavits must consist of 12 players, a manager, and 2 coaches (except 6U and 8U must have 4 coaches) on a roster to start any level of tournament play. A minimum of eleven (11) players must be present for each game and must fulfill all offensive and defensive requirements.

12.03 15U and 18U DYS tournament team affidavits must consist of a minimum of ten (10) players and a maximum of fifteen (15) players, a manager, and 2 coaches.

12.04 The number of 15U-18U players listed on the original tournament team roster affidavit locks in the number of players allowed on that tournament team. Players may be replaced as needed, but additional players cannot be added to the team.

13.00 6U Rules

6U will be governed by National Federation of High Schools (NFHS) rules affecting game play, except for the rules outlined below.

13.01 A regulation game is five (5) innings using an 11" ball.

13.02 Pitching Circle 6' radius (12 feet diameter), pitching rubber centered in circle.

13.03 Overthrow to first-No restrictions.

13.04 LEAGUE OPTION: An arc reaching from the first (1st) baseline to the third (3rd) baseline and measured ten feet (10') from the point of home plate toward the infield shall be drawn. The batter and all runners on base will have the opportunity to advance only one base, with the ability to be thrown out.

13.05 20' line for outfielders (behind the baseline) until the ball is in play.

13.06 10 defensive players in the field with six infielders.

13.07 No bunting or slapping is allowed. PENALTY: If a player bunts or slaps a ball in fair territory, it is a violation of this rule, and the umpire shall immediately call time; no players may advance, and batter will be charged with a pitch and a strike.

13.08 Face Shield is highly recommended for infielders, MANDATORY FOR PITCHERS.

13.09 Offensive Participation Requirement - Continuous Batting Order.

13.10 6U Coach Pitch -5 Pitches or 3 Strikes. Tournament Play will be Coach Pitch. LEAGUE OPTION: 6U T-Ball-3 swings only.

13.11 No stealing.

13.12 The Infield fly rule is not in effect.

13.13 The dropped third strike rule is not in effect.

13.14 LEAGUE OPTION: Leagues may adopt provisions to end an inning with the end of play of the tenth (10th) batter of the inning.

13.15 STATE OPTION: A maximum of only seven (7) runs can be scored in each half inning, except the fifth inning in District and/or State Tournament play. After the fifth inning, the seven (7) run maximum is in force for the remainder of the game.

NOTE: Leagues may adopt this rule for league play.

13.16 Catcher will squat behind home plate in a direct line with the coach pitcher.

13.17 The catcher will wear full catching gear.

13.18 Infielders may not be closer than 40 feet (40') to home plate before the ball is hit. Violation of this rule will result in the offensive team having the option to accept the results of the play or nullify the play with a no pitch.

13.19 Time out by the umpire cannot be called until the ball is in control of a player in the infield and, in the judgment of an umpire, the play has come to a halt or stand-off.

13.20 With runners on base, a timeout will be called by the umpire after each play comes to a natural end.

13.21 If a runner has passed a base before the player pitcher gains control of the ball in the designated pitching circle and does not stop, she may advance to the next base at her own risk. **Player Pitcher** –The defensive team will place a player in the designated pitching circle at the pitcher position. There will be a chalked or painted line in the center of the pitching circle at 35 feet, drawn completely across the circle.

13.22 The player pitcher must have one foot inside the circle, either on the left or right side of the coach pitcher, or behind the coach pitcher. The player-pitcher must not interfere with the coach pitcher and must not be closer to the batter than the 35-foot line until the ball is hit. The player-pitcher cannot leave the designated pitching circle until the ball is hit. **PENALTY:** The offensive coach has the option of accepting the play or nullifying the play with a no pitch.

13.23 The coach pitcher must pitch from within the designated pitching circle with the coach pitcher's feet remaining in the designated pitching circle until the pitch is released. **NOTE:** The coach pitcher does not have to pitch from the pitching rubber or at a half-way mark in the pitching circle. If one foot is within the circle and any part of the other foot is in contact with the chalk or paint outlining the circle when the pitch is released, the coach will be considered in the circle. **PENALTY:** If the coach pitcher does not remain in the circle while delivering the pitch, a violation shall be called by the umpire with the defensive team having the option of taking the play or a called a no-pitch.

13.24 The coach pitcher shall exit the playing field behind the runner or away from the play on the field when the ball is hit into play to avoid interference. **PENALTY:** If the umpire determines interference on the coach pitcher, the batter shall be declared out and all runners shall return to the base occupied at the time of the pitch. The coach pitcher shall be warned, and a second occurrence in the game shall result in the removal of the coach pitcher from the mound to the dugout for the remainder of the game. The coach pitcher shall remain outside the playing area until the ball has been declared dead.

13.25 If the coach pitcher is hit by the ball, it is a dead ball and declared a no pitch.

13.26 The coach pitcher may coach or position the batter only before the delivery of a pitch. He/she cannot coach the baserunners. **PENALTY:** A warning will be given for the first offense, and he/she will be removed from the mound to the dugout for the remainder of the game on the second offense.

14.00 8U Rules

8U will be governed by National Federation of High Schools (NFHS) rules affecting game play, except for the rules outlined below.

14.01 A regulation game is five (5) innings using an 11" ball.

14.02 Pitching Circle 6' radius (12 feet diameter), pitching rubber centered in circle.

14.03 Overthrow to first-No restrictions.

14.04 **LEAGUE OPTION:** An arc reaching from the first (1st) baseline to the third (3rd) baseline and measured ten feet (10') from the point of home plate toward the infield shall be drawn. The batter and all runners on base will have the opportunity to advance only one base, with the ability to be thrown out.

14.05 20' line for outfielders (behind the baseline) until the ball is in play.

14.06 10 defensive players in the field with six infielders.

- 14.07 No bunting/slapping.
- 14.08 Face Shield is highly recommended for infielders, MANDATORY FOR PITCHERS.
- 14.09 Offensive Participation Requirement - Continuous Batting Order
- 14.10 Coach Pitch Only-5 Pitches or 3 Strikes.
- 14.11 No stealing.
- 14.12 The Infield Fly rule is not in effect.
- 14.13 The dropped third strike rule is not in effect.
- 14.14 STATE OPTION: A maximum of only seven (7) runs can be scored in each halfinning, except the fifth inning in District and/or State Tournament play. After the fifth inning, the seven (7) run maximum is in force for the remainder of the game. NOTE: Leagues may adopt this rule for league play.
- 14.15 Catcher will be squatted behind home plate in a direct line with the coach pitcher. The catcher will wear full catching gear.
- 14.16 Infielders may not be closer than 40 feet (40') to home plate before the ball is hit. Violation of this rule will result in the offensive team having the option to accept the results of the play or nullify the play with a no pitch.
- 14.17 Time out by the umpire cannot be called until the ball is in control of a player in the infield and, in the judgment of the umpire, the play has come to a halt or stand-off.
- 14.18 With runners on base, a timeout will be called by the umpire after each play comes to a natural end.
- 14.19 If a runner has passed a base before the player pitcher gains control of the ball in the designated pitching circle and does not stop, she may advance to the next base at her own risk.
- 14.20 Runners that have left a base before the pitcher has control of the ball may continue to advance at the risk of being put out.
- 14.21 Player Pitcher –The defensive team will place a player in the designated pitching circle at the pitcher position. There will be a chalked or painted line in the center of the pitching circle at 35 feet, drawn completely across the circle. The player pitcher must have one foot inside the circle, either on the left or right side of the coach pitcher, or behind the coach pitcher. cannot interfere with the coach pitcher and not be closer to the batter than the 35-foot line until the ball is hit. The player-pitcher cannot leave the designated pitching circle until the ball is hit. PENALTY: The offensive coach has the option of accepting the play or nullifying the play with a “no pitch.”
- 14.22 The coach pitcher must pitch from within the designated pitching circle with the coach pitcher's feet remaining in the designated pitching circle until the pitch is released. NOTE: The coach pitcher does not have to pitch from the pitching rubber or at a half-way mark in the pitching circle. If one foot is within the circle and any part of the other foot is in contact with the chalk or paint outlining the circle when the pitch is released, the coach will be considered in the circle. PENALTY: If the coach pitcher does not remain in the circle while delivering the pitch, a violation shall be called by the umpire, with the defensive team having the option of taking the play or having a no pitch called.
- 14.23 The coach pitcher shall exit the playing field behind the runner or away from the play on the field when the ball is hit into play to avoid interference. PENALTY: If the umpire determines interference on the coach pitcher, the batter shall be

declared out and all runners shall return to the base occupied at the time of the pitch. The coach pitcher shall be warned, and a second occurrence in the game shall result in the removal of the coach pitcher from the mound to the dugout for the remainder of the game. The coach pitcher shall remain outside the playing area until the ball has been declared dead.

14.24 If the coach pitcher is hit by the ball, it is a dead ball and declared a no pitch.

14.25 The coach pitcher may coach or position the batter only before the delivery of a pitch. He/she cannot coach the baserunners. PENALTY: A warning will be given for the first offense, and he/she will be removed from the mound to the dugout for the remainder of the game on the second offense.

15.00 10U Rules

10U will be governed by National Federation of High Schools (NFHS) rules affecting game play, except for the rules outlined below:

15.01 A regulation game is six (6) innings using an 11" ball.

15.02 Pitching Circle 8' radius (16 feet diameter), pitching rubber centered in circle.

15.03 Offensive Participation Requirement - Continuous Batting Order.

15.04 Bunting is allowed.

15.05 The runner may steal after the pitch has left the pitcher's hand.

15.06 The Infield Fly rule is in effect.

15.07 The dropped third strike rule is not in effect.

15.08 10 defensive players in the field with six infielders.

15.09 The fake bunt/swing-away tactic will not be allowed. Once a batter squares to bunt, she may (1) Pull the bat back and take the pitch or (2) Attempt to bunt the ball. PENALTY: The umpire shall call the batter out.

15.10 Slapping is allowed.

15.11 Face shield is highly recommended for pitchers and infielders.

15.12 STATE OPTION, A state organization may adopt a rule in the 10U division to allow a team to score a maximum of seven (7) runs per half inning, except in the sixth inning, in district and /or state tournament play. After the sixth inning, the seven-run (7) rule is in force for the remainder of the game. NOTE: Leagues may adopt this rule for league play.

16.00 12U Rules

12U will be governed by National Federation of High Schools (NFHS) rules affecting the game play, except for the rules outlined below:

16.01 A regulation game is six (6) innings using a 12" ball.

16.02 Pitching Circle 8' radius (16 feet diameter); pitching rubber centered in circle.

16.03 The runner may steal after a pitch has left the pitcher's hand.

16.04 The Infield Fly rule is in effect.

16.05 The dropped third strike rule is in effect.

16.06 Nine (9) defensive players in the field.

16.07 The fake bunt/swing-away tactic will not be allowed. Once a batter squares to bunt, she may (1) Pull the bat back and take the pitch or (2) Attempt to bunt the ball. PENALTY: The umpire shall call the batter out.

16.08 Slapping is allowed.

16.09 Face shield is highly recommended for pitchers and infielders.

16.10 STATE OPTION: A state organization may adopt a rule in the 12U divisions to allow a team to score a maximum of seven (7) runs per half inning, except in the sixth (6th) inning, in District and /or state tournament play. After the sixth inning, the seven-run (7) rule is in force for the remainder of the game. **NOTE:** Leagues may adopt this rule for league play.

17.00 15U -18U Rules

15U and 18U will be governed by National Federation of High Schools (NFHS) rules affecting play in games, except for the rules outlined below:

17.01 A regulation game is seven (7) innings using a 12" ball.

17.02 Face shields are highly recommended for pitchers and infielders.

17.03 18U-15U Regular season and tournament play - Substitution and/or re-entry will be governed by NFHS rules. Exception: No DH or DP/Flex option allowed.

18.00 Player Offensive/Defensive Participation (12U, 10U, 8U & 6U age divisions only)

18.01 Offensive Participation Requirements –

12- Player Batting Order	<ul style="list-style-type: none"> • At the start of the game, each team must list in its batting order all 12 players on the official tournament roster. Teams will bat continuously throughout the game. • Any absent players in the starting lineup will be placed at the bottom of the batting order, and an OUT is recorded each time their spot comes up. Exception: No out is charged for an absent player in the 12th batting position or for player(s) who are absent due to injury, illness, church service, or an excused family emergency/death.
Note 1	At any time during a game, if a team has fewer than 11 players available in the batting order, an OUT will be recorded each time the missing player(s) spot comes up. Exception: No out is charged for the 12th player or an injured or ill player.
Note 2	A player who leaves the line-up due to injury or illness will be skipped for the remainder of the game. No out shall be called.
Note 3	If a batter is injured while at bat, the next batter in the line-up will assume his count.
Note 4	If a runner on base becomes injured or ill, the player in the batting order who was last put out will become a substitute runner for that runner. This does not change the substitute runners' position in the batting order.
Note 5	A player removed from the game due to injury or illness may return to the game if eligible.

18.02 Defensive Participation Requirements –

Regular Season - All players must complete three (3) consecutive outs on defense in each game played by her team. PENALTY (Regular season play): If the winning team violates this rule, it shall forfeit the game provided that the opposing manager files a protest within the fifteen-minute time limit allowed for such protest. In addition, the umpire-in-chief shall declare a forfeit for any team that attempts to intentionally allow the opposing team to score to extend the game so that it may comply with the player participation requirement. If both teams violate the rule, both teams shall forfeit the game. **NOTE:** Leagues may adopt local rules requiring more than one defensive inning of participation and one complete time at bat.

Tournament Play - All players must complete three (3) consecutive outs on defense in two (2) different innings in each game played by her team.

PENALTY (Tournament play): The penalty shall be the disqualification of the team manager for the remainder of the game and the next game played by his/her team in the tournament or series, provided that the opposing manager files a protest within the fifteen-minute time limit allowed for such protest.

18.03 Players may enter the game on defense only at the beginning of each team's defensive inning unless the defensive player enters the game to replace an injured, ill, or ejected player or enters the game during a pitching change.

18.04 All substitutions must be reported to the official scorer. If the manager refuses to insert players into the defensive lineup during a game after being notified by the official scorer or a DYS official that a player or players on the team has not met the participation requirement, the official scorer will contact a DYS official and the player(s) shall be inserted in the game. **PENALTY:** The team manager shall be removed from the team immediately and disqualified for the remainder of the current tournament season. **NOTE:** These penalties shall apply to both teams, even if the last half of the last inning of play is not required. The only exceptions shall be when the game is considered a regulation game but is not completed because of the 10 or 15-run rules, or when a team concedes before all available players have participated.

19.00 Starting and Ending a Game

19.01 Before the scheduled time to begin a game, the managers of the opposing teams shall follow this routine in sequence:

(a) The home team manager and the visiting team manager shall give the batting order in duplicate to the official scorer.

(b) Next, the official scorer shall make certain that the original and duplicate copies are the same, then provide a copy of the batting order to the opposing manager. The original copy retained by the official scorer shall be the official batting order.

(c) As soon as the umpire-in-chief enters the playing field, the umpires oversee the playing field and, from that moment, have sole authority to determine when a game shall be called, halted, or resumed due to weather or the conditions of the playing field.

19.02 The players of the home team shall take their defensive positions, the first batter of the visiting team shall take a position in the batter's box, the umpire shall

call "Play," and the game shall start.

19.03 When the ball is put in play at the start of, or during a game, all fielders other than the catcher shall be in fair territory.

(a) The catcher shall be stationed behind the plate in the catcher's box.

(b) The pitcher, while in the act of delivering the ball to the batter, shall take the legal position.

(c) Except for the batter or runner attempting to score, no offensive player shall cross the catcher's lines when the ball is in play.

19.04 **Defensive Timeouts: 18U, 15U, 12U & 10U** - A second time out during the same inning by a manager or coach while the same pitcher is on the mound will cause the automatic removal of that pitcher from the mound, and the removed pitcher may not pitch again until the next inning.

19.05 **8U & 6U** A manager, or coach, shall be entitled to talk with his/her team once during the same inning without penalty. On the second request for time during the same inning, the manager will be put in the dugout for the remainder of the game.

19.06 **Offensive Timeouts: All age divisions** - A total of three (3) timeouts per inning shall be allowed on offense to talk to a batter. The coach requesting a fourth timeout to talk to a batter in the same inning shall result in that coach being removed from the field and placed in the dugout for the remainder of the game.

19.07 The offensive team shall station two base coaches on the field during its time at bat, one near first base and one near third base. Base coaches shall always remain within the base coaches' boxes and talk to members of their own team only. An offending base coach shall be removed from the base coaches' box.

19.08 Base coaches on the baselines shall be:

(a) Two (2) eligible players in uniform wearing protective helmets, or

(b) One (1) eligible player in uniform wearing a protective helmet and one (1) adult team manager or team coach presenting a professional appearance, including a matching shirt. Shorts or pants are acceptable. Tennis shoes or cleats are acceptable, but no sandals, flip flops, or Crocs are allowed.

(c) Two (2) adult team coaches presenting a professional appearance, including a matching shirt. Shorts or pants are acceptable. Tennis shoes or cleats are acceptable, but no sandals, flip flops, or Crocs are allowed.

19.09 Any conduct by any base coach considered in the umpire's judgement to be unsportsmanlike or a deliberate attempt to delay the game shall result in:

(a) If an adult, the immediate removal of the offender from the game and the playing field and its confines. **NO WARNING IS NECESSARY.**

(b) If a player, the immediate removal of the offender from the coaching box(es) for the remainder of the game. **NO WARNING IS NECESSARY.**

NOTE: At least one adult coach must always be in the dugout, limiting the number of adult coaches allowed to coach on the baselines. In this event, at least one or two, eligible players in uniform, wearing a protective helmet, must be used as a coach on the baseline. Both base coaching boxes must be occupied when a team is on offense.

19.10 No manager, coach, or player shall at any time, whether from the bench or the playing field or elsewhere:

(a) Incite, or try to incite, by word or sign, a demonstration by spectators.

(b) Use language which will in any manner refer to or reflect upon opposing

players, managers, coaches, an umpire, or spectators.

(c) Make intentional contact with the umpire in any manner.

19.11 When a manager, coach, or player is ejected from a game, they shall leave the field immediately and take no further part in the game. Managers and coaches may not sit in the stands or remain in the dugout. Players may remain in the dugout.

19.12 When the occupants of a player's bench show violent disapproval of an umpire's decision, the umpire shall first give a warning that such disapproval shall cease. **PENALTY:** If such action continues, the umpire shall order the offender(s) out of the game and away from the spectator's area.

19.13 HOW A TEAM SCORES:

(a) One run shall be scored each time a runner legally advances to and touches first, second, third, and home base before three (3) players are put out to end the inning. **EXCEPTION:** A run is not scored if the runner advances to home base during a play in which the third out is made:

1. by the batter-runner before touching the base.

2. by any runner being forced out; or

3. by a preceding runner who is declared out because that runner failed to touch one of the bases (appeal play).

(b) When the winning run is scored in the last half inning of a regulation game, or in the last half of an extra inning, as the result of a base on balls, hit batter, or any other play with the bases full which forces the runner on third to advance, the umpire not declare the game ended until the runner forced to advance from third has touched home base and the batter-runner has touched first base.

LEAGUE OPTION (1) - Games shortened by reason of curfew, rain, or other acts of God shall be regulation games provided both teams have batted four times, or in the case of the home team when it is leading three times.

LEAGUE OPTION (2) - Games shortened by reason of curfew, rain, or other acts of God before they have become regulation games shall be resumed from the point of termination. If the 5th, 6th, or 7th inning has begun but not been completed, the score reverts to the previous inning.

TOURNAMENT PLAY: Games that are interrupted by reason of curfew, rain, or other acts of God before the game is finished will be resumed at the point of delay and played to completion.

19.14 A league may use a time limit for regular season games to determine a regulation game so long as both teams have had an equal number of times at bat. **STATE OPTION:** A time limit may be used for tournament play.

NOTE: No new inning may begin once the time limit has been reached unless the game is tied. An inning ends the moment the third out is made. Therefore, the next inning begins at the same time. If the time limit expires with an inning in progress, the inning should be completed or the half inning if the home team is ahead.

19.15 Tied Games - If the score is tied at the end of a regulation game or when time has expired in a time limit game, the game will continue for an additional inning (or innings) using the following tie-breaker rule: At the start of each additional inning, the last batter scheduled to bat in each team's half-inning will be placed on second base as a runner. This process shall continue until one team scores more runs than the other at the end of a complete additional inning.

19.16 A game may be forfeited to the opposing team by the umpire-in-chief of the

game in progress when a team:

- (a) Being upon the field, refuses to start play within 10 minutes after the hour for the beginning of the game, unless such delay, in the umpire's judgement, is unavoidable.
- (b) Refuses to continue playing unless the umpire terminates the game.
- (c) Fails to resume play after the game was halted by the umpire within one minute after the umpire has called "Play."
- (d) Fails within a reasonable time on an umpire's order to remove a player from the game.
- (e) After a warning by the umpire, willfully and persistently violates any playing rules.
- (f) Employs tactics designed to delay, shorten, or extend the game.

19.17 A team failing to field at least nine (9) players within fifteen (15) minutes after the scheduled game time shall forfeit the game.

19.18 A game in progress shall be forfeited to the opposing team when either team is unable or refuses to place (9) nine players in 6U, 8U & 10U play, or eight (8) players in 12U, 15U & 18U play, on the field. (LEAGUE OPTION) - A league may adopt provisions to permit a team to start or end a game with fewer than the minimum number of players as referenced above.

20.00 Pitching

No pitching restrictions in any age group

20.01 Before a pitcher pitches the ball, she must do the following:

- (a) Have possession of the ball in either the pitching hand or the glove hand.
 - (b) Have both hands separated as she steps onto the rubber.
 - (c) Must take signs while on the rubber from the catcher or the dugout.
 - (d) On the pitch delivery, the pivot foot may slide across the pitcher's plate.
- 20.02 The pitch begins when the hands are no longer separated. The pitch delivery can be aborted by the pitcher stepping off the rubber in a backward step with either foot.

20.03 The delivery must start no less than one (1) second and no more than ten (10) seconds after the hands are in contact with each other.

20.04 Pitcher's Delivery:

- (a) Windmill or Slingshot style is acceptable.
 - (b) Arm movement must be an underhand motion.
 - (c) Pitcher may use backward movement of the pitching arm at the start of the delivery.
- 20.05 The pitcher can use the Step Back or Start Back method of pitching. Before the start of the pitcher's delivery, both feet must be on the ground within or partially within the 24-inch length of the pitcher's plate. This allows for personal preference and developing pitchers to work through levels of progression.
- 20.06 If the underhand arm movement is more than 12" away from the parallel of the body, the pitch will be considered a sidearm pitch. A "Crow Hop" is not permitted during the pitching delivery.

20.07 The pitcher cannot stop her motion before the ball leaves her hand.

20.08 If a pitcher stops her wind-up (unless the umpire calls time) without releasing the ball, an illegal pitch will be called, and a ball awarded to the batter, and base runners shall NOT advance one base. No action by a batter, coach, or fan can cause a pitcher to throw an illegal pitch.

20.09 A pitcher cannot have anything distracting on her pitching arm, hand, or wrist. Any sweatband must be flesh-colored on the pitching wrist or arm. Pitcher's uniform, equipment, and/or accessories must be worn properly. A pitcher is prohibited from wearing or using any item that, in the umpire's judgment, distracts the batter.

20.10 The pitcher can ask the umpire for a different ball at any given time before the start of her pitch. During wet conditions, a coach may request permission to towel dry the balls for the pitcher.

20.11 Intentional Walk (10U, 12U, 15U & 18U play only): If the pitcher desires to intentionally walk a batter, she can at any time during the players at bat notify the umpire of her intentions, and the walk will be granted by the umpire. No pitches need to be thrown to the intentionally walked batter.

20.12 Any pitcher can return to the pitching circle one time at any point during a game.

21.00 Batting

21.01 Lineup cards will be provided to the scorer before the start of the game, with batting order and substitutions listed. NOTE: A player removed because of injury or illness may return to the game if otherwise eligible to return.

21.02 Batting out of order is an appeal play which may be made by the defensive team only while the ball is dead.

21.03 If the batting order error is discovered while the incorrect batter is at bat, the correct batter shall take their place, assume any balls and strikes, and any runs scored, or bases run while the incorrect batter was at bat shall be legal.

21.04 If the error is discovered after the incorrect batter has completed their turn at bat and before there has been a pitch to another batter, the player who should have batted is out. Any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, error, a base on balls, or a hit batter shall be nullified. The next batter is the player whose name follows that of the player who called out for failing to bat. If the batter declared out under the circumstances is the third out, the correct batter in the next inning shall be the player who would have come to bat had the players been put out by ordinary play.

21.05 If the error is discovered after the first pitch to the next batter, the turn at bat of the incorrect batter is legal, all runs scored and bases run are legal, and the next batter in order shall be the one whose name follows that of the incorrect batter.

21.06 No base runner shall be removed from the base she is occupying to bat in her proper place. She merely misses her turn at bat with no penalty. The batter following her in the batting order becomes the legal batter.

21.07 After one warning per team for slinging the bat, the next incident of a batter slinging the bat and every subsequent batter, after the warning, who slings the bat will be called out, a dead ball called, and no runners shall advance.

22.00 Baserunning

22.01 A "Courtesy Runner" may only be used for the pitcher AND catcher. The "Courtesy Runner" will be the last out made or, if no out has been recorded, the batter in the lineup farthest away from the batter who the "Courtesy Runner" is being used for. NOTE: If the player to be used as the "courtesy runner" is the pitcher or catcher, then the last out made prior to the last out will be used as the "courtesy runner." EXCEPTION: In 6U-8U play the "Courtesy Runner" may only be used for the catcher.

22.02 6U & 8U Play: Baserunners must be in contact with the base until the ball is put in play. PENALTY: If a runner leaves the base before the ball is put in play, the defensive team shall have the option of nullifying any portion of the play that occurred after the violation occurred. Exceptions: The batter hits a ground rule double; all runners advance two bases without the liability to be put out. The batter hits a fly ball over the fence; all runners will be allowed to score.

22.03 A "Courtesy Runner" may only be used for the pitcher AND catcher. The "Courtesy Runner" will be the last out made or, if no out has been recorded, the batter in the lineup farthest away from the batter who the "Courtesy Runner" is being used for. NOTE: If the player to be used as the "courtesy runner" is the pitcher or catcher, then the last out made prior to the last out will be used as the "courtesy runner." EXCEPTION: In 6U-8U play the "Courtesy Runner" may only be used for the catcher.

22.04 10U, 12U, 15U & 18U: A baserunner may attempt to steal once the ball has left the pitcher's hand, on release. PENALTY: If a runner leaves the base before the pitcher releases the pitch, the runner shall be called out.

22.05 12U, 10U, 8U & 6U: A runner may not attempt a headfirst slide when attempting to reach the next base. PENALTY: The runner will be called out.

22.06 12U, 10U, 8U & 6U age divisions: A runner must slide or attempt to avoid contact with a fielder who has the ball and is waiting to make the tag. PENALTY: The ball is dead, and the runner is out. Other base runners shall take the bases they had reached, in the umpire's judgment, when the violation occurred.

22.07 NFHS Rule 8.7 "Look Back Rule" shall not apply in 6U and 8U DYS play. The "Look Back Rule" shall apply in 10U and 12U DYS play after a team warning is given upon the first occurrence.

23.00 Equipment

Diamond Youth Softball, DYB, Inc., and its officers and directors, do not assume any liability for any equipment, whether altered or unaltered, that is used in any DYS games or activities. Leagues or parents may require any player to use safety gear of any type in addition to the guidelines set forth below at all levels of play.

23.01 Balls: All softballs for Diamond Youth Softball play will be optic yellow in color. Softballs with a COR of 0.47 or less must be used. All temperature-treated softballs are illegal.

- (a) The official ball for the 6U, 8U and 10U shall be an 11" softball.
- (b) The official ball for the 12U, 15U and 18U shall be a 12" softball.
- (c) Leagues have the option to use the eleven-inch (11") and/or twelve-inch (12") softball in their regular season league play when a league combines its 10U and 12U divisions. Combined teams may allow the 11U or 12U pitcher to use the twelve-inch (12") softball and the 9U or 10U pitcher to use the eleven-inch (11") softball in the same game if they choose.

23.02 LEGAL BATS 6U-18U All Official Softball Bats authorized by NHFS or any other softball national governing body, unless decertified by those organizations.

23.03 Choke-up rings on bats are allowed for use in 6U, 8U, 10U and 12U age divisions.

23.04 Bats: All bats must be unaltered official softball bats, round, no more than thirty-four inches (34") in length and not more than two and one-quarter inches (2 1/4") in diameter, and the markings showing that they are stamped "OFFICIAL SOFTBALL," "YOUTH SOFTBALL" and/or "FASTPITCH SOFTBALL" must remain throughout their normal life. The umpires will check all bats before the game. Any illegal bats will be removed from the dugout before the game. The National Federation of High Schools (NFHS) maintains a list of illegal bats, and Diamond Youth Softball will honor this.

23.05 Use of an illegal bat will result in the removal of the bat from the playing field and may result in an out and ejection of the player using the bat. Non-compliance will lead to the offending player and coach being ejected from the game. NOTE: Umpires have the authority to remove any bat that he/she deems unsafe due to the bat's color, condition, etc.

Equipment/Gear/Safety

23.06 No player wearing a hard substance in its final form such as leather, rubber, plastic, plaster or fiberglass when worn on the hand, wrist, forearm or elbow shall be allowed to participate unless the substance is covered by a minimum ½ inch thick, high-density closed-cell polyurethane or a similar material of the same thickness to protect injury. Written permission must be obtained from both a licensed medical physician and the player's parent or guardian and submitted to the league president during league play and the tournament director during tournament play for approval.

23.07 LEAGUE OPTION: Leagues may use the double safety base.

23.08 Face shields are recommended for all infielders.

23.09 Items in the dugout area, such as bats, balls, gloves, batting helmets, catcher's equipment, bat bags, ball buckets, etc., must be stored in a manner to not to be a safety hazard to the players, i.e., off the floor. Equipment and other items deemed not essential to the game should not be in the dugout.

23.10 Coaches should remain inside the dugout on defense.

23.11 The batter's helmet shall be constructed of Ultra High Impact Plastic or High Impact Plastic Shell. The shell shall be of one-piece construction or two pieces if they snap into a single unit like the one-piece construction type. The helmet shall have pieces for the ears and full protection for the head and temple. The padding shall be of heavy rubber or similar material. The use of the web-type suspension inside the helmet is not recommended. It is recommended that all future replacements of present stocks be of the padded type. A face guard, which is attached to the batting helmet, is required for play in all divisions.

23.12 A player must not remove her helmet while at bat or while running the bases. The helmet must be worn by any offensive player while on the playing field or outside the dugout area, such as a player/bat girl, on-deck batter, batter, base runner, or base coach. PENALTY: Removal of the helmet while on the playing field shall be that for a first offense, the player shall be warned by the umpire; for a second and subsequent offenses in the same game, she shall be called out. If the violation is by a player/bat

girl, on-deck batter, or base coach, the penalty for their second offense is removal from the game and from the field.

23.13 Catchers must wear a softball-style body protector, catcher's helmet, face mask and softball-style shin guards. A hard, plastic protector manufactured for the purpose of protecting the throat shall always be securely attached to the mask, excluding the hockey-style mask. The catcher's helmet shall be made of Ultra High Impact Plastic or High Impact Plastic Shell with heavy rubber padding or a similar product. The helmet may be made part of the mask or a separate unit. All catchers' helmets must be the style that completely covers the catcher's ears.

23.14 Any player or coach warming up a pitcher shall wear a catcher's helmet and face mask.

23.15 Call sign bands must be worn as designed on the body, not on clothing.

23.16 No metal cleats are allowed in any age group (molded or plastic cleats only).

24.00 Uniforms

24.01 Uniforms of all players must be the same color and style.

24.02 A number on the back of each player's jersey is required and shall be of a solid contrasting color with the color of the shirt and shall be at least 4" high.

24.03 Caps and visors are optional and may be mixed but must be the same color. Plastic visors and bandanas are not permitted. Players are permitted to wear head bands or hair ribbons. NOTE: No metal clips in hair bows/ribbons.

24.04 Exposed undergarments, if worn, are considered part of the official uniform. All exposed undergarments shall be solid black, white, gray or a team color.

NOTE: Exposed upper-body garments do not have to be the same color as exposed lower-body undergarments. For all team members the exposed upper-body undergarments must be the same solid, single color and the exposed lower-body undergarments must be the same solid, single color.

24.05 Garments other than team uniforms (arm sleeves, leg sleeves, tights) are permissible. Anything worn on the arm or leg is a sleeve and shall meet the color restrictions. EXCEPTION: Any wristband with a play card attached shall be considered equipment and is permitted if it is a single color and is not optic yellow. Such wristbands do not have to match the upper garment and must be worn on the non-pitching wrist or arm.

24.06 A pitcher shall not wear any item on the pitching hand, wrist, arm, or thigh which may, in the umpire's judgment, be distracting to the batter.

24.07 Players shall wear/utilize all uniforms and equipment properly and as designed by the manufacturer.

24.08 Jewelry - Players on the field or in the dugout area shall not wear jewelry of any kind, for safety reasons. This includes watches, bracelets, necklaces, and piercings. EXCEPTIONS: Players may wear breakaway-type sports necklaces. Small, unadorned starter/stud pierced earrings may be worn if bandaged or taped to prevent injury. Medical or religious tags or medallions may be worn and secured by tape if deemed necessary by the umpire-in-chief. PENALTY: When a first-time occurrence is noted, a warning shall be given to all players on both teams. Upon the second occurrence, the manager and player(s) will be ejected from the game. Any equipment judged by the umpire to be potentially dangerous shall be removed.

24.09 All players and coaches participating in sanctioned DYS Softball tournaments shall wear the approved, “official” DYS Softball patch on the left sleeve of their uniform jersey or the upper left chest of the jersey. The official DYS Softball insignias shall not be screen printed on the uniform but must be embroidered official emblems issued by the DYS National Office.

25.00 Regular Season Protests

25.01 A protest which involves an umpire's judgement shall not be accepted.

25.02 Only the team manager or the acting team manager shall be entitled to file a protest to these rules and regulations, which apply to all age divisions.

25.03 The only legal protest shall involve a violation of playing rules or the use of an ineligible player. Playing ineligible players may result in forfeiture of games in which players participated if protested by any of the league managers. The league will decide if the game shall be forfeited for playing ineligible players.

25.04 The protesting manager on a play situation shall notify the umpire he/she is protesting before another pitch is thrown. The umpire shall announce that the game is being played under protest, but failure of the umpire to make this announcement shall not affect the validity of the protest. The protest shall be considered only if it is placed in writing by the team manager or acting team manager and submitted to the league president within forty-eight (48) hours from the completion of the game.

25.05 A protest on the grounds of ineligibility of a player shall be filed with the league president within forty-eight (48) hours after the completion of the game. An ineligible player shall be a player who is not eligible to participate in the league because of age, boundary requirements, or other reasons, and is not to be confused with illegal substitutions. The decision to whether the game, or games, shall be forfeited or replayed, in the event the protest is upheld, shall be left to the discretion of the local governing body.

NOTE 1: Only the game or games protested shall be considered, and all protests of this nature shall be made within forty-eight (48) hours.

NOTE 2: AFTER THE COMPLETION OF A GAME, THERE SHALL BE NO PROTEST REGARDLESS OF THE CIRCUMSTANCES INVOLVED WITH THE EXCEPTION OF A PROTEST ON ELIGIBILITY. A game shall not be considered as complete until opposing managers have an opportunity to make a protest on a game-ending play. Fifteen minutes shall be considered sufficient time for the fulfillment of this rule.

25.06 Any protest in league play shall be ruled upon by the league's governing body and there shall be no appeal of the league's final decision, with the following exception:

(a) If the manager of the team ruled against has evidence that the protest decision conflicts with Diamond Youth Softball official rules and regulations, he/she may file a written appeal of the protest decision to the District Director. All appeals must be filed within forty-eight (48) hours from the time that a final written decision is issued by the league's governing body.

(b) A valid appeal of a protest decision by a league's governing body must include: a copy of the league's written decision from the league's protest committee or league president which details the protest situation and the league's reasons for its decision; and a complete explanation from the appealing manager as to what specific rule or regulation was violated and/or misinterpreted.

25.07 The District Director shall have the authority to overrule any local league protest decision if it conflicts with DYS Softball rules and regulations.

25.08 The State Director shall be the highest protest point in regular season play. District Directors shall take appeals to the Softball State Director upon request of either team manager.

26.00 Tournament Play Protest Rules

26.01 Only the team manager or the acting team manager shall be entitled to file a protest relating to any rule or regulation during any tournament game or between games if permitted by rule.

26.02 Protests shall be made only on a misinterpretation of a rule. A protest that clearly requires umpire judgment shall not be accepted by the Tournament Director.

26.03 All protests of rule violations, except protests of an ineligible player or failure to comply with the participation requirement, must be made to the umpire-in-chief immediately after the occurrence of the violation and before another pitched ball is thrown to a batter. The umpire-in-chief shall discuss any disputed ruling with any umpire involved in the play and/ or may consult with umpires not involved in the play to determine if the ruling was in accordance with Diamond Youth Softball Official Rules and Regulations.

26.04 A game shall not be considered as completed until opposing managers have had an opportunity to make a protest on a game-ending play, or failure of a player to comply with the participation requirements. Fifteen minutes shall be considered sufficient time for the fulfillment of this rule.

26.05 An INELIGIBLE PLAYER is an ineligible player to be a member of a tournament team for a league because she does not live within the approved boundary of the league, or, a player who did not meet the participation requirements in her league, or, a player who is older than the maximum league age allowed in any age division.

26.06 All protests based on the ineligibility of a player, other than age, shall be filed with the appropriate Diamond Youth Softball official before the conclusion of the first tournament game played by that player in state tournament play. **PENALTY:** The penalty shall be the immediate removal of the player from her Diamond Youth Softball tournament team roster and disqualification from tournament play.

26.07 A protest of eligibility based on age may be presented to the Tournament Director at any time during tournament play. **PENALTY:** If, in the opinion of the Tournament Director, there is sufficient evidence of an age violation but there is no **WILLFUL VIOLATION** of the age eligibility rules, the Tournament Director shall disqualify the player from further tournament play, with the approval of the State Director, or Commissioner at the DYS World Series. If, in the opinion of the Tournament Director, there is sufficient evidence of a **WILLFUL VIOLATION** of age eligibility rules, the Tournament Director shall forfeit the last game played by the team and the team shall be disqualified from tournament play, with the approval of the state director, commissioner at the DYS World Series.

PROTEST APPEAL PROCEDURES

26.08 Appeals of protest decisions in 6U, 8U, 10U, 12U, 15U & 18U tournament games may be carried to the Tournament Director, the Softball State Director and up to the Commissioner if so desired but play may not resume until a decision is accepted

by both managers and the appeal process is exhausted. Failure to get a final decision through proper appeals before the next pitch is thrown to a batter or before a play is made on a runner will forfeit the right for any further appeal by either team manager.

26.09 The Umpire-In-Chief shall refer any protest to the Tournament Director who may interview the umpires or the team managers before making a final decision. After the Tournament Director renders a decision, either manager can request an appeal to the Softball State Director.

26.10 The Tournament Director shall ONLY be permitted to call the Softball State Director. The Softball State Director may interview the Tournament Director, the umpires, or the team managers before rendering a decision. After the Softball State Director renders his/her decision, either manager can request the Softball State Director to appeal to the Commissioner.

26.11 The Commissioner shall be called ONLY by the Softball State Director for a FINAL DECISION on any appeal of a Softball State Director's decision. The Commissioner may reserve the right to speak with the Tournament Director, any umpire in the game or any team manager before making his decision. The Commissioner's decision will be communicated only to the Softball State Director who will inform the Tournament Director.

26.12 After a ruling by the Commissioner, no further appeals can be made, and play must continue immediately.

26.13 No appeal shall be accepted by any Tournament Director or Softball State Director or by the Commissioner in tournament competition on the grounds of a violation of local league rules during regular season play and this shall include population or boundary violations.

26.14 Appeals will be allowed only if presented exactly according to the above procedures. Team managers may only request an appeal. Managers cannot present appeals directly to these officials. All officials will be available to receive protest appeals during the tournament season.

27.00 Tournament Dates

27.01 The Commissioner will establish the calendar for tournament play.

27.02 Letters of Intent to Host a district tournament are due to the District Director by May 1st.

27.03 Letters of Intent to Host a state tournament are due to the Softball State Director by May 1st.

27.04 Letters of Intent to Host a regional or world series tournament are due to the Commissioner by April 1st.

Diamond Youth Softball 2026 Calendar

March 1 Deadline for Softball Scholarship Applications

April 1 Franchise Deadline

May 1 Deadline to submit regular-season player rosters online.

July 1 Deadline for Proposed 2026 DYS Softball Rule & Policy Changes

July 15 Diamond Youth Softball World Series – Laurel, Mississippi



2026 DYB Softball Age Chart

Actual Age as of December 31 of Previous Year

Match month (top line) and box with year of birth. League age indicated at right.

	JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	AGE
2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	4
2020	2020	2020	2020	2020	2020	2020	2020	2020	2020	2020	2020	2020	5
2019	2019	2019	2019	2019	2019	2019	2019	2019	2019	2019	2019	2019	6
2018	2018	2018	2018	2018	2018	2018	2018	2018	2018	2018	2018	2018	7
2017	2017	2017	2017	2017	2017	2017	2017	2017	2017	2017	2017	2017	8
2016	2016	2016	2016	2016	2016	2016	2016	2016	2016	2016	2016	2016	9
2015	2015	2015	2015	2015	2015	2015	2015	2015	2015	2015	2015	2015	10
2014	2014	2014	2014	2014	2014	2014	2014	2014	2014	2014	2014	2014	11
2013	2013	2013	2013	2013	2013	2013	2013	2013	2013	2013	2013	2013	12
2012	2012	2012	2012	2012	2012	2012	2012	2012	2012	2012	2012	2012	13
2011	2011	2011	2011	2011	2011	2011	2011	2011	2011	2011	2011	2011	14
2010	2010	2010	2010	2010	2010	2010	2010	2010	2010	2010	2010	2010	15
2009	2009	2009	2009	2009	2009	2009	2009	2009	2009	2009	2009	2009	16
2008	2008	2008	2008	2008	2008	2008	2008	2008	2008	2008	2008	2008	17
2007	2007	2007	2007	2007	2007	2007	2007	2007	2007	2007	2007	2007	18

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