

2019 Onslow County -Dixie Softball Local League Rules

General

1. All Dixie Softball (Sweetees, Darlings, Angels, and Ponytails) shall be under the sponsorship of the Onslow County Recreation Departments. All matters concerning the league or rule interpretations shall be administered by a board made up of the district representatives from each board (The Dixon, White Oak, Southwest, Richland Board). The Onslow County Parks and Recreation Department reserves the right to change and/or amend these rules if it is deemed necessary for the benefit of the program.
2. The goal and objective of the league shall be to provide enjoyment in the game of softball. Good sportsmanship and the basic fundamentals should be stressed by all coaches.
3. All volunteer coaches shall be selected by the appropriate district board and approved by the Parks and Recreation Departments.
4. All coaches shall attend each practice or have his/her assistant attend in their place. Players will not be allowed to practice without supervision of the coach and a parent.
5. No player shall be dropped from a team without the approval of the appropriate Parks and Recreation Department.
6. There will be no use of any tobacco products by a coach during games.
7. All coaches must attend a Onslow County Coaches Class, taught by the Onslow county parks and recreation staff.
8. Coaches must wear their issued ID at all times.
9. No players may be added to a team after the team's Third game.
10. Current year Dixie Softball, Inc. Rules and Regulations will apply in any situation in which Onslow County Dixie Softball Local League Rules do not either speak to a Local League option or provide direction otherwise.

Participation Rules

1. Participants whom reside within Onslow County must sign-up and play in their home boundaries or where they go to school. Home boundaries will be defined as Onslow County school districts.
 - a. Anyone playing outside of their home/school district will not be eligible for post season (All-Stars) play for two years. After playing in the same town for 3 consecutive years, they will be eligible for All-Stars.
 - b. If no team is offered in that town/school district they may play for another town that is adjacent to their school district.
 - c. If no team is offered in any of their adjacent districts or rosters are full in the adjacent districts, then the player will be allowed to choose any school district within the county.
 - d. If a team is offered the following year, the player must return to her original boundary or school. If participant does not return, they must sit out the required years stated above before becoming eligible for All-Stars again.
 - e. If participant moves, she can elect to stay where she is currently playing or join her new team (First year of move only).
2. All players must play 6 consecutive outs on defense.
 - a. Credit shall be given players for a complete inning if the last half of the last inning does not need to be played.
 - b. Failure to comply with the participation rule will result in that team's forfeiture of the game.
 - c. **Exception:** If only three or less innings are able to be played within the time limit, the rule is not in effect.
 - d. ALL substitutions must enter the game by the top of the 3rd inning.
 - e. If a player is not present by the top of the third inning, they are NOT required to play but if that player enters the game she must be able to meet the mandatory participation rule.
 - f. Any one showing up more than 30 minutes after game time will not be allowed to play.
3. All substitutions must be reported to the official and opposing scorekeepers.
4. Managers are required to list all players in the batting order for each game. The batting order will be continuous and shall remain the same throughout the game. If a player becomes ill or injured

during the game, that player will be removed from the game with no penalty to the team. However, the player shall not be allowed to re-enter the game from which she was removed.

Player/Participant Safety

1. Batting helmets complete with face guard and chinstrap must be properly worn by all batter, on-deck batters, base runners and players/youth base coaches. Penalty for wearing an “illegal” helmet (without a face guard or chinstrap) will be a warning on the player (on first offense). For each subsequent offense of this rule, the player will be called out.
2. Players may not remove helmets while at bat, while running bases, or before they have returned completely inside of their team’s dugout. Penalty for removal of helmet intentionally while on the playing field shall be a warning (first offense). For each subsequent offense of this rule, player will be called out. Exception: Players may switch helmets, if necessary, during a dead ball.
3. Batters may not sling the bat. There will be no additional warning as the initial warning was issued at the coach’s meeting. Batter will be declared ‘OUT’.
4. All defensive players must wear a protective face mask.
5. Catchers must wear a complete catcher’s outfit including the following: helmet with mask and throat protector, and shin guards.
6. If any player, manager or coach (regardless of catching position) is caught warming up a pitcher without the proper helmet/faceguard protection the manager/head coach of that team shall be removed as a manager/head coach and shall NOT be allowed inside the playing field/dugout area for that or the next game whichever is applicable. NOTE: Any subsequent violation of this rule during season play will result in the coach being removed from coaching for the rest of the season. NOTE: Any subsequent violation of this rule during tournament play the manager/head coach shall be removed from further managing/coaching in the tournament.

Playing Rules General (All age groups)

1. There will be no unsportsmanlike conduct or profanity tolerated on the field or dugout. (Penalty: Ejection from the game.)
2. All teams must have a catcher whether they start with 8, 9 or 10 players.
3. There will be a 10 minute “grace period” **ONLY** on the first game. For all other games of the day/night, game time is forfeit time.
4. There will be no infield practice before or between games.
5. All softballs must be optic yellow, Dixie Softball approved and not to exceed a COR of 0.47
6. There is NO limit on the number of fouls a batter may hit.
7. The batting order will NOT change during a game. Players may be switched on defense and in certain defensive positions at any time.
8. If there are 2 outs and the catcher is on base, put the player in who made the last out as a courtesy runner, so the catcher can start putting on her gear.

All Star Selection (All age groups)

1. Any player, who plays up by choice, will not be allowed to move back down to her correct age group for All-Stars. If a recreation department moves a player up in order to have a team in the older age group, said player will be eligible for All-Stars in her correct age group.
2. In order to nominate any players for an All-Star team, it will be mandatory to have the completed scorebook present at the All-Star nomination meeting.
3. In the event a gridlock over a player(s) reaches a time limit of 45 minutes with no concession, The Onslow County Parks and Recreation Department will collect the score books for all teams who would have the player /s listed in their books and compare statistics (therefore, it is important to verify books are kept as accurately as possible throughout the season). The final decision will be made by The Onslow County Parks and Recreation Department.

** It is your responsibility to read, understand, and comply with the rules. Please read the Dixie Softball Rules and Regulations as well as the specific playing rules section for your particular age group. **

Playing Rules (Dixie Darlings)

1. An 11-inch optic yellow softball that does not exceed a COR of 0.47 will be used.

2. Pitching Distance – 30 feet. Distance between bases - 60 feet.
3. T-ball bats and t-ball helmets will be allowed. Helmets must have the NOCSAE SEAL STAMP!
4. Pitchers must wear a facemask while pitching. No one will be allowed to pitch without a mask.
5. A regulation game shall be five (5) innings or a one hour and 15-minute time limit.
6. Games called because of rain, darkness, or other reasons before they become regulation games (3 complete, 2 1/2 if home team is ahead) shall be resumed from point of termination.
7. Games shortened by reason of darkness, inclement weather, or other acts of god shall be regulation games provided both teams have played 3 or more innings or if the home team is ahead after 2 1/1 innings of play.
8. There will be a 10-run rule in effect after four innings of play (3 ½ if home team is ahead).

Offense

1. The batter will receive only 5 pitches to hit the ball. The batter is out if they swing and miss 3 times or if they do not hit the ball within 5 pitches.
2. The coach pitcher may only assist the batter in positioning while they are in the batter's box (no other type coaching allowed from the coach pitcher). During and after the wind up, he/she is not allowed to give any type of instructions as the batter is getting ready to hit or has already hit.
3. A vertical line (hash mark) will be drawn at the halfway points between 1st and 2nd base, 2nd and 3rd base, and 3rd base and home plate. The line will be used by the umpire in determining position of the base runner and to which base the base runner is entitled when time is called after the play.
4. An inning shall be ended with the 3rd out or the end of play of the 10th batter in that inning. When the 10th batter steps to the plate, at that point two outs will be called regardless of how many outs there actually are. In the event that a team begins a game with 8 or 9 players that team will bat that number of players or 3 outs in an inning, and all stipulations applied to the 10th batter will apply to the 8th or 9th batter.
5. Base runners may not lead off, steal or advance on a foul ball. Base runners shall advance only when the ball is hit into fair territory. If a base runner leaves her base before the pitch reaches the batter, the base umpire shall drop a flag to signal a violation at the time it occurs. The defensive team shall have the privilege of taking/nullifying any portion of the play that occurred.
6. As the result of an overthrow to first or third, base runners may only advance a single base.

Defense

1. Teams will play with 10 players on defense however a team may start with 8 or 9 players. If the team falls below 8 players- the offending team will forfeit at that point.
 - a. Only 6 players will be in infield and 4 players in the outfield.
 - b. Outfielders will play at least 10 feet behind baselines.
 - c. Teams may start with 8 or 9 players. If a team falls below 8 players, game will be forfeited at that point by the offending team. Will only bat 8 or 9 players or 3 outs whichever comes first, and all stipulations applied to 10th batter will be applied to 8th or 9th
2. There will be an 8-foot radius circle around the 40-foot pitchers' plate. The pitcher player will stand inside this circle even or behind the pitcher plate. They shall pitch the ball in an underhand manner. Only one circle is necessary for different leagues playing on same field.
3. The Coach pitcher must make every effort not to interfere with the play once the ball has been batted and put into play. It is the judgment of the umpire if a coach pitcher intentionally interfered with a play. The penalty will result in the batter being called out and the ball is dead. Base runners must return to the last base they occupied. If it's ruled that the coach pitcher unintentionally interfered with the play, the ruling will be dead ball and the pitch will be replayed. Coach pitcher will only field the ball when thrown to him.
4. There is no Infield fly rule.
5. The catcher is not required to catch the 3rd strike, except on a foul tip. The batter is OUT, and base runners CANNOT advance.
6. An out must be made by going through with the play. The defensive player cannot stand in the base line and assume the runner will be out. The only time a defensive player can stand ahead of the lead runner and assume an out is when the 10th batter has put the ball into play and the defensive player has possession of the ball stands on home plate to stop anyone else from scoring.

Playing Rules (Dixie Angels)

1. An 11-inch optic yellow softball that does not exceed a COR of 0.47 will be used.
2. Pitching Distance – 35 feet. Distance between bases - 60 feet.
3. A regulation game shall be five innings or a one hour and fifteen-minute time limit.
4. Games called because of rain, darkness, or other reasons before they become regulation games (3 complete, 2½ if home team is ahead) shall be resumed from point of termination.
5. Games shortened by reason of darkness, inclement weather, or other acts of God shall be regulation games provided both teams have played 3 or more innings or if the home team is ahead after 2½ innings of play.
6. If a game is tied at the end of regulation play, game will continue for one more complete inning; after which if the game is still tied, the remainder of the game will be completed ahead of the next game between two teams being played. **If game is played on Saturday, it may be played until completed.**
7. There will be a 10-run rule in effect after 2 complete innings of play and if for any reason the game is called, it shall be a legal game and the team ahead shall be the winner.

Offense

1. Bunting is legal.
2. No “fake bunting” will be allowed during league play (**HOWEVER...know that it IS allowed in tournament play**)
3. An inning shall be ended with the 3rd out or the end of play of the 10th batter in that inning. If the 10th batter walks, is hit by a pitch or there is catcher’s interference then all base runners, whether forced or not shall advance two bases. When the 10th batter steps to the plate, at that point two outs will be called regardless of how many outs there actually are. In the event that a team begins a game with 8 or 9 players that team will bat that number of players or 3 outs in an inning, and all stipulations applied to the 10th batter will apply to the 8th or 9th batter.
4. X-Play rules will be in effect:
 - a. Base runners may not advance on throw backs to the pitcher, any other player or a coach.
 - b. All base runners may steal at the same time but may only advance 1 base at a time. The base runners attempting to steal must be in the motion to steal at the time the ball crosses the plate (i.e.: they can’t wait for the catcher to pop up, throw down to 2nd and then steal in mid throw). Base runners may steal any base including home.

Defense

1. Teams will play with 10 players on defense however a team may start with 8 or 9 players. If the team falls below 8 players- the offending team will forfeit at that point.
2. All outfielders must be at least 10 feet behind the baseline at the point of the ball being hit by the batter. Only six players will be allowed in the infield on defense when ball is pitched.
3. Infield fly rule applies.
4. The catcher is not required to catch the 3rd strike, except on a foul tip. The batter is OUT but base runners CAN advance on a strike. The batter cannot advance on a “walk”.
5. Coaches may request time on defense twice in the same inning without penalty. On the 3rd time, he/she shall be required to remove the pitcher from the mound, but not the game.

Pitching Regulations

1. Pitchers must begin each pitch with BOTH feet in contact with the pitching plate. Both feet MUST be on the ground within the 24 –inch length of the pitcher’s plate.
2. Before releasing a pitch, the pitcher must come to a full and complete stop facing the batter and with the ball held in both hands in front of the body. This position (“presenting” the ball) must be maintained at least one second before taking one hand off the ball.
3. Both feet must remain in contact with the pitching plate at all times prior to the forward step. The pitcher shall not take more than one step forward before releasing the ball.
4. **Pitchers may pitch only 7 innings per week (Monday through Sunday).** In case of a tie game at the end of 5 innings, the starting pitcher may pitch the 6th inning. There is no rest rule between games. One pitch equals an inning.
5. The pitcher shall be charged only for the actual innings pitched. If a pitcher does not have to the bottom half of an inning, she is not charged for the inning.
6. Coaches will be responsible for keeping up with the number of innings their pitchers have pitched per game and week on the pitching form. This form must be made available in the coach’s

- possession at all games. Failure to supply up-to-date/signed pitching form (signed by official scorekeeper) will result in the forfeiture of offending team.
7. Any pitcher removed from the mound but who remains in the game at another defensive position shall be allowed to return to the mound one time in the same game. If she is removed from the game, she CAN come back into the game to pitch or can re-enter at another defensive position provided she is a starting player.
 8. During the first half of the season and until a date specified by the Onslow County Parks and Recreation Department, Angels pitching rules will include the **Section VIII; Local League Option 1**: After four (4) batters have walked in an inning, the offensive team's manager or coach comes in to pitch for the rest of the inning. Present coach pitch rules that appear in the Dixie Darlings Specific Playing rules will apply to satisfy this rule. After such date, Section VIII; Local League Option 1 will no longer be in effect and normal pitching rules will apply. In the event of any game being postponed for any reason, the rule in effect at the time of the actual playing of the game will apply.

Playing Rules (Ponytails)

1. A 12-inch optic yellow softball that does not exceed a COR of 0.47 will be used.
2. Pitching Distance – 40 feet. Distance between bases - 60 feet.
3. A regulation game shall be six innings or a one hour and 30-minute time limit.
4. Games called because of rain, darkness, or other reasons before they become complete games (4 complete innings or 3½ if home team is ahead) shall be resumed from point of termination.
5. Games shortened by reason of darkness, inclement weather, or other acts of God shall be regulation games provided 4 innings have been completed or 3½ if the home team is ahead.
6. If a game is tied at the end of regulation play, game will continue for one more complete inning; after which if the game is still tied, the remainder of the game will be completed ahead of the next game between two teams being played. If game is on a Saturday, it may be completed.

Offense

1. Base runners may not “lead off” a base but may steal as soon as a pitch leaves the pitcher’s hand. If a base runner leaves her base before the pitch is released, the base runner is OUT. The pitch shall be declared no pitch.
2. When a base runner is legally off her base after a pitch or the result of a batter completing her at bat, while the pitcher has the ball in her possession WITHIN the eight-foot radius (pitchers circle), the baserunner MUST immediately proceed to the next base or return to the last base she occupied. Failure to immediately proceed to the next base or return to her last occupied base, once the pitcher has possession, shall result in the baserunner being called “OUT”. The baserunner may not stand there if the pitcher has the ball in the circle, she must advance or return immediately. If a pitcher “makes a play” (Look, fake or throw) on the baserunner, or another baserunner, the baserunner may stop or reverse her direction between bases without being called out.
3. Bunting is legal.

Defense

1. Teams will play with 9 players on defense. A team may start with 8 but forfeit if falls below 8.
2. Infield fly rule applies.
3. The catcher is required to catch the 3rd strike when there are 2 outs or 1st base is unoccupied. The batter is NOT OUT can advance to 1st base if the 3rd strike is not caught under the conditions listed in the first sentence. Other base runners may advance as well.
4. Coaches may request time on defense twice in the same inning without penalty. On the 3rd time, he/she shall be required to remove the pitcher from the mound, but not the game.

Pitching Regulations

1. Pitchers must begin each pitch with BOTH feet in contact with the pitching plate. Both feet MUST be on the ground within the 24 –inch length of the pitcher’s plate.
2. Before releasing a pitch, the pitcher must come to a full and complete stop facing the batter and with the ball held in both hands in front of the body. This position (“presenting” the ball) must be maintained at least one second before taking one hand off the ball.
3. Both feet must remain in contact with the pitching plate at all times prior to the forward step. The pitcher shall not take more than one step forward before releasing the ball.
4. **Pitchers may pitch only 8 innings per week (Monday through Sunday).** In case of a tie game at the end of 6 innings, the starting pitcher may pitch the 7th inning. There is no rest rule between games. One pitch equals an inning.
5. The pitcher shall be charged only for the actual innings pitched. If a pitcher does not have to the bottom half of an inning, she is not charged for the inning.
6. Any pitcher removed from the mound but who remains in the game at another defensive position shall be allowed to return to the mound one time in the same game. If she is removed from the game, she cannot come back into the game to pitch but can re-enter at another defensive position provided she is a starting player.
7. Coaches will be responsible for keeping up with the number of innings their pitchers have pitched per game and week on the pitching form. This form must be made available in the coach’s possession at all games. Failure to supply up-to-date/signed pitching form (signed by official scorekeeper) will result in the forfeiture of offending team.