



2017 DiamondZone Softball League

Beginning on September 10th, 2017

League Rules

We will be playing High School Federation Rules, including the following:

Mercy Rule: There is a mercy rule of 12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings. The home team will not bat if ahead by mercy rule. The home team will bat if the visiting team goes ahead in the top of the mercy inning.

Age Restriction: High School Senior max.

Time Limit: Games will be 7 innings with a 1-hour and 20-minute drop dead time limit. If the drop dead time limit occurs during the top half of an inning, then the game's score will revert back to the previous completed inning.

Official Roster: Rosters are to be submitted prior to league play. Each team is required to fill out a League Roster Form. Teams may add a player to their roster provided that they are of age. There are no roster limits.

Home/Visitor: Home and away teams will be determined prior to the start of the games based on the Master Schedule.

Offensive/Defensive Substitution: Coaches may bat as many as 12 players with the use of a DH and EH (Extra Hitter). Once a coach has determined their batting lineup, it must remain the same for the entire game. (For example: If a coach bats 10 players, the game must end with 10 players in the batting lineup). Coaches will be allowed free substitution anytime throughout the entire game as long as the lineup remains the same. That also includes re-entry at any time.

Courtesy Runner: Pitchers and catchers may have a courtesy runner at any time. Courtesy runner must be someone that is not currently in the game. If all players are currently playing in the game, then the courtesy runner will be the last batted out.

Mound Visits: (Major League Rule) Coaches will be allowed 3 mound visits per game per pitcher. Pitcher will need to be removed on the 3rd mound visit of that game.

Ejections: If a player or coach is ejected from a game, he will be asked to leave the field immediately and remain off site for the remainder of the game. The coach or player will also be suspended for the following scheduled game. (If a team has 9 players and a player is ejected, the team may still play with 8 but will surrender an out when they reach the ejected players spot in the lineup). If a player or manager is thrown out of a game for a second time during the league, they will be suspended for the remainder of the league's regular season.

Arrival: Please be sure to arrive at your appropriate field 30 minutes prior to the scheduled game time. In some instances, games may be started a few minutes early depending on the previous games.



Pre-Game: There will be no infield/outfield taken by either team prior to the start of the game for all levels. Ground balls and fly balls may be taken down the left field or right field lines.

Foul Balls: We ask for all players, coaches, parents & spectators to be aware of foul balls at all times. We would also ask that each team make an effort to retrieve foul balls and return them to the field of play.

Forfeit Policy: Any team who willingly forfeits a game during a league will be required to pay a \$100 forfeiture fee.

Protests: The protesting coach or manager must inform the umpire of the protest before the next pitch or play begins. At that time, a \$100 cash fee will need to be presented. If the protest is granted, the \$100 fee will be returned. If it is not granted the \$100 fee will be forfeited. The league director's word is final.

Bat Restrictions: No bat restrictions

Tie Breakers- In pool play games if the score is tied at the completion of 7 innings or the time limit has elapsed, the game will end in a tie.

This year we have one (1) pool of nine (9) teams. Each team will advance to the playoff rounds with the 8 and 9 seeds playing a play-in game.

The following system will be used for seeding.

1. If 2 teams are tied- Head to Head Winner. If there was no Head to Head move to #3
2. If 3 teams are tied- If one team has defeated both other teams, that team advances. If not, move to #3.
3. Least runs allowed in league play will determine league seedings
4. If still tied- Total runs scored in league play
5. If still tied- Run differential in league play
6. If still tied- Total runs allowed minus two games with most runs allowed in league play
7. If still tied- Runs scored inning by inning starting with first game until one team has more runs after a complete inning starting with league games