



(approved 03/04/11)

Dixie Angels, Dixie Ponytails, Dixie Belles

The playing & organizational rules of this league shall be set forth in the Dixie Girls Softball Rule Guide with the following exceptions:

Defense: Each participant will play two complete innings. Beginning with the third inning, teams must change defensive players.

Offense: Full batting roster will be used for all age divisions.

1. Each team is required to have a competent scorekeeper at each game. Home team's book is official.
2. Angels, Ponytails & Belles must wear a face guard at the following positions: pitcher.
3. Players may not slide head first into a base unless returning to base.
4. Ejections:
 - i. **1st offense**- 1 game suspension
 - ii. **2nd offense**- reviewed by the Board, local department
5. The ten-run rule is in effect after each team has batted four times. When the home team is leading, they only have to bat three times.
6. Games will be 6 innings, no new inning may start after 1 hour and 20 minutes. (Angels & Ponytails)
7. Tie Games, teams will play extra innings up to a one hour and 30 minute time limit,
8. Each Team will write down the pitchers that pitched with # of innings used that game. The opposing coach will sign the opposing team's scorebook. Teams will be required to bring this to the next game. The umpire will witness the coaches signing the book and place his/her name in both books.
9. Departments should make very effort to have the softball umpires properly trained & dressed.
10. Players must wear **batting helmets with chinstrap and facemask** while batting, base running, and ON DECK.
11. **Angels & Ponytail Division**
 - a. Pitchers may pitch 8 innings a week. If the pitcher throws 6 consecutive innings in the same game, she will be allowed to pitch the seventh inning. Once a pitcher has pitched in 3 innings, the consecutive game rule will be in effect. Each new week will start on Monday.
 - b. The batter will be out after the third strike. She does not have to be thrown out.
12. **Angels Division (9 & 10 year olds)**
 - a) Teams will use 10 players on defense. A team must have 9 players present to start or continue a game. Continuous batting roster will be used.
 - b) Pitchers will pitch from 35 feet. An 11 inch Dixie approved ball will be used.
 - c) First 2 innings the pitching machine will be used. Last 3 innings the girls will pitch. Each batter will be called out after five (5) pitches or three (3) strikes during machine or coach pitch. Batters that foul the ball on the fifth pitch will receive one additional pitch. Umpire decision if ball is declared not hittable (machine only).
 - d) Pitching machine setting is - foot pedal: 6 handle: 3 ball: 2
 - e) After the pitcher has walked four batters, the pitcher will be replaced by offensive coach to pitch to the remaining players in that inning. The pitcher may return to the mound the next inning.
 - f) Stealing is not permitted.
 - g) The ball is live until the third out occurs or play is stopped after the tenth batter, which is the last batter for that inning,. If the last batter is walked, all base runners advance two bases.

h) Bunting is only allowed when an active player is pitching.

13. Ponytails Division (11 & 12 year olds)

a. Teams will use 9 players on defense. A team must have 8 players present to start or continue a game. A continuous batting roster will be used.

b. Pitchers will pitch from 40 feet. A 12 inch Dixie approved ball will be used.

c. Stealing is allowed, but the ball must cross home plate before the runner may leave the base.

14. Belles Division (13-15 year olds)

a. Pitchers will pitch from 43 feet. 12-inch softball will be used.

b. Games will be 7 innings, no new inning may start after 1 hour and 45 minutes.

c. Teams will use 9 players on defense. A team must have 8 players present to start or continue a game. A full batting roster will be used.

d. Stealing is allowed, the base runners can leave the base as soon as the softball leaves pitchers hand.

e. Pitchers may pitch 10 innings a week; the pitcher is allowed to pitch 8 innings if the pitcher started the game.

f. If the catcher misses the ball on the third strike, the batter may run and has to be thrown out.