

# Denver Area Softball League Rules 2008

*Same as ASA Rules with the following exceptions and/or clarifications.*

1. Definition of a "Paid" Player: Prior to taking the playing field, a player must have completed the DASL roster, paid the DASL player fees, and completed and signed the Parks and Recreation Roster form.
2. Game times are 55 minutes or 7 innings which ever expires first.
3. If there is a play at first base, the runner **MUST HIT THE ORANGE BASE**, or will be called out.
4. Every player on a team must have like shirts with a number on his or her uniform.
5. Each team may bat as many players as they want, but must stay in order.
6. Un-Sportsmanlike conduct **WILL NOT BE TOLERATED**.
  - a. Using foul language
  - b. Yelling at the umpire
  - c. Running into a player when you are clearly out, instead of sliding or getting out of the way of the play.
  - d. The only player that is allowed to speak to the umpire about a concern is the player representing your team at the home plate before the game. If your manager is your team representative, they need to be the one who is at home plate before the game.
  - e. Sliding with cleats up with the intention to hurt another player.
7. Penalties for Un-sportsmanlike conduct are as follows:
  - a. Automatically called out
  - b. Ejected from all games that day
  - c. You will receive a warning in a letter form from the board within 3 days
  - d. **Second penalty** - automatically suspended until you appear in front of the board to state your case, the board will consider your statements and decide any penalties or further action.
  - e. **Third penalty** - you will not be allowed to play in the rest of the season and will be put on the disqualified list with NAGAAA. (This will mean you will not be able to participate in the World Series.)
8. When a base runner is clearly going to be out at second base, they **MUST ATTEMPT** to get out of the way of play or slide (this mostly happens when a double play is being attempted). If you do not attempt to get out of the way of play or slide **YOU WILL BE CALLED OUT**, and the runner going to first will be called out also.
9. Courtesy Runner: ASA does not allow courtesy runners. DASL will allow 1 courtesy runner per inning. In order to have a courtesy runner, your team must have an out in the inning and the runner must be the last player out of the current inning. No out, no runner.
10. Changing Teams: Any paid player may change teams in the first two weeks of play. The cut off for changing teams is by the end of play of the second week of play. If you are changing teams please notify both managers and the DASL Board to ensure the change is recorded on the appropriate rosters.

11. Each team may add players to their roster until the **last** game of the regular season.  
Please Note: For any team planning on attending the World Series, players added after July 15, 2007 will not appear on a Official NAGAAA Roster and will not be able to participate in World Series 2006.
12. Open Division Managers must submit ratings on players who are new to the league by July 1<sup>st</sup> 2007. If you do not rate a player they will not appear on an official NAGAAA Roster.
13. ANY Team caught with a NON-Paid player will Automatically Forfeit that game.
14. Jewelry Rule: No watches, big earrings, nose or eyebrow or lip rings. It's up to the umpire to decide what is acceptable and safe.
15. Pick up players (exception to ASA regular season rules).
  - a. To avoid a forfeit any team may ask a Paid player or players to play with their team. You must have six (6) players from your roster and you may add up to three (3) paid players (from another team) to play for your team. Remember you may not add a tenth player.
  - b. If a team has players at the field, those players must play before the team can pick up other players.
  - c. If a player from your team shows up, they must enter the game in a timely manner (maximum of 5 minutes from entering park) and one of the pick-up players must leave the game.
  - d. Pick up players must be designated on the line up card with a "P/U" following their name.
  - e. If a team is found in violation of this rule they will automatically forfeit the game.
16. Lower level teams may not pick up a player(s) from the Upper level teams. Upper level teams may pick up players from the Upper level and the Lower level. Any team found in violation of this rule will forfeit that game.
17. Any team playing with pick-up players from another team are automatically visitors. If both teams are playing with pick-up players then a coin toss will determine home and visitors.
18. The Home team is the official book. It's up to each team to check with the umpire after every inning to insure each team has the same score.
19. All bats cannot exceed 1.20 B.P.F. and must be ASA Certified. Any verbiage on a bat such as: walls, shells, double, tri, or multi, deem the bat to be **multi-wall/shell**. During Round Robin play, no multi-wall/shell bats are allowed. Bat rule when divisions split: both levels, Lower level and Upper level, may use double-wall/shell, no triple wall/shell. All bats must be verified ASA certified by a Board member and bear a current year "DASL-Approved" sticker.
20. The Ultra Miken II bat is banned from league play and NAGAAA World Series.
21. Any Player caught with an illegal bat will be called out and disqualified from that game.
22. An updated Illegal Bat list will be available at the fields each week.
23. Protest Procedures for DASL.
  - a. A Team Manager/Rep may Verbally Protest an issue with the Umpire, prior to signing the game scorecard, by Verbally stating the issue of protest and handing the Umpire the fifty-dollar (\$50.00) cash Protest Fee.

- b. The Umpire will then inform the other team that the game is “Under Protest” for said issue and document such on game scorecard.
- c. The protesting Team Manager must file a Written Protest with the Commissioner within twenty-four (24) hours of the end of that game. Failure to file the written Protest within the 24-hour time limit will result in an automatic denial of Protest and forfeiture of the \$50.00 Protest Fee. The Written Protest may be done via e-mail but must meet the 24-hour deadline.
- d. A ruling will be issued by 5:00 pm on the following Thursday and given to both team managers. If the protest is upheld, deemed correct, the \$50.00 Protest Fee will be refunded to the protesting team. If the protest is denied, deemed incorrect, the \$50.00 Protest Fee will be deposited to the League general fund.

24. End of Season Tournament Play Rules:

- a. No team may pick up players. Games may start with 8 players, but must have 9 by beginning of 3rd inning. If a team does not have that 9th player after the 3rd inning then that game is a forfeit.
- b. Regular tournament games:
  - 1. Home team is determined by a coin toss.
  - 2. Games are 55 minutes or 7 innings. Ties are handled with international tiebreaker rules.
  - 3. Games will be called on run lead of 15 in the 3<sup>rd</sup> or 10 in the 5<sup>th</sup>.
  - 4. All players must wear like shirts with number on back.
- c. Championship games:
  - 1. Home team is from the winner’s bracket.
  - 2. Games will be 7 innings with no time limits. Ties will be played out until one team wins.
  - 3. Game will be called on run lead of 20 in 3 innings.
  - 4. All players must wear like shirts with number on back.

25. No GLASS bottles are allowed at the fields.

**MANAGERS:**            **Please see attached form, it must be signed before your team can take the field on opening day.**

**Denver Area Softball League**  
**Rules Declaration 2007**

Team Name: \_\_\_\_\_

Managers Name: \_\_\_\_\_

I acknowledge that I have read and understand the 2006 DASL Rules and understand I am fully responsible to inform my teammates of said rules.

Manager's Signature: \_\_\_\_\_

Board Member Signature: \_\_\_\_\_

Date Received: \_\_\_\_\_

PLEASE NOTE

This form must be signed no later than the first week of play. Any team failing to submit this form will not be allowed to take the field!