

DIAA SOFTBALL RULES ADOPTIONS/MODIFICATIONS

1-2-1 Note By state association adoption, a double first base is permitted.

The DIAA Board of Directors has approved the use of a double first base. The decision to use a double first base is left to the discretion of the host school unless a conference has adopted it, in which case the double first base will be used in all conference games.

3-2-1 State Associations may, on an individual basis, permit a player to participate while wearing a different style uniform for religious reasons, inclement weather, etc.

If a player has a religious reason for wearing a different style uniform, her athletic director must contact the Executive Director in order to obtain clearance for the player to participate in a scrimmage or a game. The State Rules Interpreter or the Executive Director will attend a practice session and inspect the uniform. If, in their opinion, the uniform is acceptable it will be approved for use. The Executive Director will forward a letter to that effect to the player's athletic director. The letter should then be provided to the officials before each game in which the player is in uniform.

3-2-13 Note Each state association may, in keeping with applicable laws, authorize exceptions to NFHS playing rules to provide reasonable accommodations to individual participants with disabilities or special needs, as well as those individuals with unique and extenuating circumstances. The accommodations should not fundamentally alter the sport, heighten risk to the athlete/others or place opponents at a disadvantage.

The DIAA Board has established the following procedure for schools to request an accommodation based on disability, and/or a special need. The athletic director must contact either the DIAA State Rules Interpreter or the Executive Director in order to obtain clearance for the player to participate in a scrimmage or a game with the accommodation. The State Rules Interpreter or the Executive Director will inspect the accommodation. If, in their opinion the accommodation meets the rule above, it will be approved for use. The Executive Director will forward a letter to that effect to the player's athletic director. A copy of the letter should then be provided to the officials before each game in which the player is in uniform.

3-2-4 One American flag (2 inch x 3 inch maximum) may be worn or occupy space on the jersey. By state association adoption, for special occasions, a commemorative or memorial patch, not to exceed 4 square inches, may be worn on the uniform without compromising its integrity.

Requests to wear either a commemorative or memorial patch on the jersey must be submitted in writing to the Executive Director who will evaluate each request on its merits and respond in writing.

4-2-3 A state association may adopt game-ending procedures that determine how games are ended, including suspended games.

The DIAA Board of Directors has adopted the completed/suspended game rule for regular season play only. All state tournament games will be played to the full seven innings, except if the mercy rule can be applied. No other completed/suspended game rule may be used.

The DIAA Board of Directors has also adopted the 10-run mercy rule at the varsity level for both regular season and state tournament play. No other mercy rule may be used except at the sub-varsity level (including all middle school games).

Completed/Suspended Game Rule

A game called for any reason in which a winner cannot be determined or a game called at anytime for mechanical failure (artificial lights, watering systems, etc.) will be considered a suspended game. Such a game will be continued from the point of suspension, with the lineups and batting orders for both teams exactly the same as at the time of suspension subject to the rules of the game. The completed/suspended game rule will be in effect for both regular season and state tournament play during the season. The rule is as follows:

1. If a game is stopped prior to the completion of 4 1/2 innings, it is a suspended game and will be resumed from the point of interruption.
2. If a game is stopped after 4 1/2 innings or in the bottom of the 5th inning and the home team is ahead, it is a completed game and the home team is declared the winner. If the score is tied or the visiting team is ahead, it is a suspended game and will be resumed from the point of interruption.
3. If a game is stopped after 5 or 6 innings and either team is ahead, it is a completed game and that team is declared the winner. If the score is tied, it is a suspended game and will be resumed from the point of interruption.
4. If a game is called in the top of the 6th inning, after 5 1/2 innings, in the top of the 7th inning, or after 6 1/2 innings, the score reverts back to the last completed inning. If either team was ahead, it is a completed game and that team is declared the winner. If the score was tied, it is a suspended game and will be resumed from the point of interruption.
5. If a game is stopped in the bottom of the 6th or 7th inning, the score reverts back to the last completed inning unless the home team scored to tie or take the lead in the bottom of the incomplete inning. If so, the score remains as it was when the game was discontinued. In either case, it is a suspended game if the score was tied and will be resumed from the point of interruption.

10-Run Mercy Rule

A game will be called if five or more full innings have been completed and either team is leading by 10 or more runs. In addition, a game will be called if, after 4 ½ innings or after the completion of the visitor's half of a subsequent inning, the home team is leading by 10 or more runs. The final score will be as recorded when the game was called.

- If a DIAA member school is competing out of state and the opposing school's state athletic association has mandated a different mercy rule, then that rule will be in effect. If an out-of-state school is competing in Delaware, the 10-run mercy rule will be in effect.
- At the subvarsity level (including all middle school games), conference mercy rules will be in effect. In non-conference games or if a conference has not adopted a mercy rule at the subvarsity level, the game may be shortened or terminated in accordance with the provisions of NFHS Rule 4-2-3.

4-2-3 Note 1 If a state association has adopted game-ending procedures, only those game-ending procedures may be used should the opposing coaches wish to terminate a game.

The DIAA Board of Directors has adopted the completed/suspended game rule for regular season play only. No other completed/suspended game rule may be used. The DIAA Board of Directors has also approved the use of the 10-run mercy rule at the varsity level for regular season play by conference adoption. No other mercy rule may be used except at the subvarsity level (including all middle school games).

4-2-3 Note 2 By state association adoption, the number of innings for one or both games in a doubleheader may be scheduled for five innings. Current state association game-ending procedures still apply.

The DIAA Board of Directors has taken no action on this provision. Consequently, both games of a doubleheader will be scheduled for seven innings.

4-2-6 By state association adoption, the tie-breaker procedure may be instituted at a point in the game specified by the state association.

The DIAA Board of Directors has approved the use of the International tie-breaker system at the varsity level for all regular season play. It will be in effect for all games played in the state. The tie-breaker may not be used until the top of the 10th inning. The offensive team shall begin its turn at bat with the player who is scheduled to bat immediately before that inning's leadoff batter on second base. The player who is running can be substituted in accordance with the substitution rules.

- 4-3-1a A game shall be forfeited to the offended team by the umpire when a team...is late in appearing or in beginning play after the umpire calls "Play Ball". State associations are authorized to specify the time frame and/or circumstances before a forfeit will be declared for a late arrival by one of the teams.

The DIAA Board of Directors has determined that the game will be played regardless of the visiting team's arrival time provided they notify the host school within 30 minutes of the scheduled starting time that they will be late. If the visiting team does not notify the host school as stipulated above, they will forfeit the game if they don't arrive within 30 minutes of the scheduled starting time.

- 4-4-1 It is optional on the part of a state association as to whether protests are permitted. When allowed, protests are permitted regarding rules one through nine only. When protests are submitted to organizations which do allow the filing, such protest shall be submitted using a prescribed procedure (10-2-3i). All individual and team averages shall be included in the official records, except that no pitcher shall be credited with a victory or a loss in such a game if the game is not completed.

The DIAA Board of Directors permits protests only during the regular season. Protests in conference games are adjudicated in accordance with the procedure established by the conference. Protests in nonconference games are submitted to the DIAA Executive Director who, in consultation with the DIAA State Rules Interpreter, will render a decision. Protests are not permitted during the state tournament.

- 5-2-1b Note After 30 minutes, the umpire may declare the game ended or, by state association adoption, suspended.

If a game is interrupted and cannot be resumed for at least 30 minutes, the umpire may call the game in which case the completed/suspended game rule will be applied to determine if the game must be continued at a later date.

- 10-4-2 *The DIAA Board of Directors has approved the following modifications of the proper uniform for all umpires. These modifications are for regular season and tournament play. The NFHS allows this under Softball Rule 10-4-2, as an administrative decision of the state association.*

All Umpires who work a game as a crew will be in the same matching shirt, pants and hat. All umpires may wear one of three approved navy blue hats: plain navy blue, navy blue with the Association lettering, navy blue with DIAA lettering. All umpires working a game may wear one of the following approved colored shirts: powder blue with navy and white trim, powder blue with red, navy and white trim, powder blue with black trim navy with red and white trim, black with white trim, cream with black trim, scarlet red with navy and white trim, grey with black trim. All umpires working a game may wear one of the following approved slacks: heather grey or navy blue.

**Powder Blue Shirts are the preferred NFHS color.*