

West Metro Senior Softball Domeball Rules – Fall 2020

Game:

- Seven inning games played two half-innings at a time. May play one inning at a time in final innings as agreed by managers.
- Must be off field by 75 minutes after the game starts, don't start inning after 65 minutes.
- Coin flip to determine home/visitor.
- 3-2 pitch count, no courtesy foul.
- "Flip-flop" in 7th inning if home team is behind.
- In the last inning, the 1st team batting may only go ahead by 5 runs. The other team can then only tie. (Steve Simmons rule)
- Managers agree on number of defensive players, 10, 11 or 12.
- If playing 12 defensive players short fielders play on opposite sides of second base; shortstops and second basemen also play opposite sides of second until ball is hit.
- If playing 11 a single short fielder can play anywhere.
- Two deep outfielders must play behind 50 yd. line, (the wire) until ball is hit.
- If a ball is hit under dome flap & in field of play on sides of the dome, is lost or not easily visible and retrievable and fielder raises hands, it is a Ground Rule Double.
- In and Out of Play areas will be marked with cones.

Pitching:

- Screen required. Pitches must come from over the screen.
- Pitchers should not intentionally quick pitch, 1 second set position before pitch.
- A pitched ball that hits the screen is a ball. Hit balls that contact the screen are "inert". A thrown ball that hits the screen is live.

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Foul tip rule (as published by SSUSA):

A foul tip is a batted ball that goes directly from the bat, not higher than the batter's head, to the catcher's hand(s) or glove and is legally caught by the catcher. EFFECT: The ball is dead on all foul tips and the batter is out if it is the **final** strike.

Base Running:

- It is the runner's responsibility to avoid collisions when possible, regardless of location or play of defensive players. The umpire judges if runner could have avoided a collision and whether the runner is safe or called out.
- Runners can "run through" second and third bases to reduce injuries and contact. They must return to touch that base before advancing to the next base.
- If the base is open, the runner must contact the base.
- A runner that turns to continue toward the next base can be tagged out or forced out at the base they are running to.
- Runners can be tagged or forced out at a base when running towards it.
- The runner must beat the throw to the base to be safe.
- Unlimited pinch runners, but a player can pinch-run only once per inning.