

West Metro Senior Softball

RULES – Domeball 2022

Game:

- Seven-inning games, played two half-innings at a time for innings 1-6.
- “Flip-flop” in 7th inning if home team is behind
- If time allows, extra innings can be played at manager’s agreement. Beyond the 7th inning play one inning at a time.
- *Steve Simmons Rule will be enforced:* The team batting in the top half of the last single inning (7, 8 or 9) may go ahead by 5 runs. The other team can then only tie.
- Coin-flip will determine home/visitor for the first game. Home and visiting teams switch for second game.
- 3-2 pitch count, no courtesy foul.
- The first hit ball that strikes the screen is a “no-pitch”. Subsequent hit balls that hit the screen are strikes.
- If playing 12 defensive players, short fielders must play on opposite sides of second base until the ball is hit. Shortstops and second basemen also play opposite sides of second until ball is hit.
- If playing 11 defensive players, a single short fielder can play anywhere on the field.
- Two deep outfielders play behind 50 yd. line, (the wire) until ball is hit.
- When a ball is hit under the side dome flap, in the field of play, the outfielder raises his hands and the hit is a Ground Rule Double.
- In Play and Out of Play areas will be marked with cones.

Base Running:

- It is the runner’s responsibility to avoid collisions when possible, regardless of location or play of defensive players. If the umpire determines the runner could have avoided a collision, the runner is out.

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- If the base is blocked by a defensive player the runner can slide or come to a stop near the base. Umpire makes the decision safe or out.
- During a force play, a “tie” does NOT go to the runner. The runner must beat the throw.
- A player can pinch-run only once per inning; no other pinch running restrictions.

Pitching and Screen:

Northwoods (Mon and Wed):

- Screen required, 12 ft from rubber and pitches must go over the top of the screen.
- Pitchers must not quick pitch; they must pause in set position before each pitch.
- A pitched ball that hits the screen is a ball.
- A thrown ball that hits the screen remains live and the play continues.

National (T and Th):

- Screen required and is placed near the location of the pitching rubber. The pitcher pitches the ball from either side of the screen then steps behind the screen for safety. The pitcher may field a pop-fly that travels mostly vertically or hits the ceiling. The pitcher may not field a ground ball or line drive. If the pitcher is the first defensive player to touch a ground ball or line drive, the play ends, the batter is awarded first base and runners advance one base.
- A thrown ball that hits the screen remains live and the play continues.
- If pitchers on both teams agree to wear protective gear, they can field all hit balls.

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Infield Fly Rule: As published by SSUSA

1.41 • INFIELD FLY A fair fly ball (not including a line drive) that can be caught by any fielder with ordinary effort when first and second bases or first, second and third bases are occupied with less than two outs. Any fielder can catch an infield fly. NOTE: When it becomes apparent that a batted ball will be an infield fly, the umpire shall immediately declare, "infield fly - batter is out", to aid the runners. If the ball is near the foul lines, the umpire shall declare, "infield fly - if fair". The ball is live and runners may advance at the risk of the ball being caught, or re-touch and advance after a fielder touches the ball. If the hit ball becomes a foul ball, it is treated the same as any other foul ball. Failure of the umpire to call "infield fly" does not negate the infield fly. If the error is discovered prior to the next pitch, the infield fly rule may still be called.

Domeball modification: If the ball hits the ceiling, Infield Fly is negated.

Foul tip rule: As published by SSUSA:

1.29 • FOUL TIP 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. If the ball goes higher than the batters head, it is a foul ball and if caught is an out.