

West Metro Senior Softball

RULES – Domeball 2021

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.
- Coin flip to determine home/visitor.
- 3-2 pitch count, no courtesy foul.
- ***A hit ball that strikes the screen is a strike. (new 2021)***
- “Flip-flop” in 7th inning if home team is behind.
- The team batting in the top half of the 7th inning may only go ahead by 5 runs. The other team can then only tie. (Steve Simmons rule)
- No inning will start 5 minutes before the next schedule game.
- 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 until 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.
- If a ball is hit under dome flap in the field of play on sides of the dome and is lost or not easily retrievable and fielder raises hands, it is a Ground Rule Double.
- In Play and Out of Play areas will be marked with cones.

Pitching and Screen:

- Screen required. Pitches must go over the screen.
- Pitchers should not intentionally quick pitch; must pause in set position before pitch.
- A pitched ball that hits the screen is a ball.
- A thrown ball that hits the screen remains live and the play continues.

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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.

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.
- If the base is blocked by a defensive player the runner can slide or step near the base to avoid a collision. Umpire makes the decision safe or out.
- During a force play the runner must beat the throw to the base to be safe; there are no "ties."
- A player can pinch-run only once per inning. There are no other pinch running rules or restrictions.

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.