West Metro Senior Softball

RULES – Domeball 2026-2027

Games

- 7-inning games played two half-innings at a time innings 1-6.
    - If needed and time allows, innings beyond the 7th are played one at a time.
    - Managers can modify this depending on time remaining.
    - Due to having to play 3 games each day, Northwoods games will have a dead stop time limit of 60 minutes.
- Coin-flip to determine home/visitor the first game.
- 3-2 pitch count, no courtesy foul.
- In the final inning (usually the 7th) the team that is behind bats first.
- If the score is tied, the visiting team bats first. ***If time allows*** *in National Division games, this may be an open inning.* Otherwise, the team batting in the top half of the inning may go ahead by 5 runs. The other team can then only tie. (Steve Simmons rule)
- Unassigned players are to be in a pool to be assigned by respective managers.
- 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 the 50-yard line, (the wire) until ball is hit.
- When a ball is hit under the dome flap in the field of play, on **sides** of the dome, 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.
- Balls hitting the roof are in play. Fair and foul to be determined by where the ball hits the roof.

- There will be no Infield Fly Rule in the Northwoods league. It is expected that a fielder will not deliberately drop a catchable ball to initiate a double play. National League will follow the SSUSA rule regarding Infield Fly as explained at the end of this document.
- FOUL TIP will follow the SSUSA rule - 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 batter's head, it is a foul ball and, if caught, is an out.

Pitching and Screen

- The first hit ball that strikes the screen is a "no-pitch". Subsequent hit balls that hit the screen are strikes.
- Pitchers should not intentionally quick pitch; must pause in set position before pitch.
- A thrown ball that hits the screen remains live and the play continues.

Baserunning

- It is the runner's responsibility to avoid collision with a defensive player, when possible, regardless of location or play of defensive players. The umpire judges if the 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 safe or out decision.
- 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; no other pinch running restrictions.

Northwoods Only

- Screen is required, and pitches must go over the top of the screen.
- Due to having to play 3 games each day, Northwoods games will have a dead stop time limit of 60 minutes.

National Only

- Screen is required, and the pitcher pitches the ball to the side of the screen.
- One edge of the screen is positioned in line with the middle of the rubber to allow the pitcher to step behind the screen for safety after the pitch is thrown.
- After stepping behind the screen, and **AFTER THE BALL IS HIT** in play, then the pitcher can make defensive plays. If a pitcher makes a defensive play causing an out without stepping behind the net, the result is a non-play and requires a re-pitch.

SSUSA Rules are followed when not addressed above including:

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.

Reviewed by Competition Committees November 2026