

SOUTHWEST INTERLEAGUE

2/24/14

Rule Book 2014

INTRODUCTION

THE FOLLOWING PAGES CONTAIN THE RULES FOR THE SOUTHWEST INTERLEAGUE.

RULES IN THIS HANDBOOK ARE SPECIFIC TO THIS INTERLEAGUE ANY RULING MADE IN A GAME THAT IS NOT SPECIFIED IN DETAIL IN THIS HANDBOOK IS COVERED UNDER THE OFFICIAL PONY RULE BOOK OR THE ASA OFFICIAL RULE BOOK.

EACH INDIVIDUAL PARK DISTRICT OR ORGANIZATION IS RESPONSIBLE FOR HAVING UMPIRES THAT ARE KNOWLEDGEABLE IN **BOTH THE PONY AND ASA RULE BOOK**, AS WELL AS THE INTERLEAGUE HANDBOOK.

THIS INTERLEAGUE WILL HAVE A GOVERNING BODY MADE UP OF BOARD MEMBERS FROM EACH PARK DISTRICT/ORGANIZATION. THIS BOARD WILL MEET MONTHLY BEFORE, DURING, AND AFTER THE SEASON TO HANDLE MATTERS OF CONCERN REGARDING THIS INTERLEAGUE. BOTH BASEBALL AND SOFTBALL ISSUES WILL BE ADDRESSED SIMULTANEOUSLY AT THESE MEETINGS. IN THE EVENT OF A PROTEST THIS BOARD WILL CONVENE WITHIN 5 DAYS OF THE INCIDENT TO DISCUSS AND RULE ON THE ISSUE AT HAND.

ALL ORGANIZATIONS INVOLVED IN THE INTERLEAGUE MUST HAVE INSURANCE AND HAVE AN ESTABLISHED HOME FIELD FOR WHICH GAMES CAN BE SCHEDULED.

RULES WILL BE OUTLINED FOR EACH DIVISION FOR BOTH SOFTBALL AND BASEBALL. ANY RULES THAT ARE APPLICABLE TO ALL LEVELS WILL BE SPELLED OUT IN THE SPECIAL RULES SECTION.

TEAM ROSTERS

EACH TEAM IN THE INTERLEAGUE IS REQUIRED TO HAVE A ROSTER SHEET TURNED IN TO THE LEAGUE PRESIDENT BEFORE THE START OF THE SEASON (**EXP:** THEIR FIRST REGULAR SEASON GAME). EACH ROSTER CAN HAVE A MAXIMUM 15 PLAYERS, UNLESS EXCEPTIONS ARE MADE TO AVOID A CHILD BEING LEFT WITHOUT A PLACE TO PLAY.

ONE LEAGUE/ONE ROSTER

PLAYERS CAN STILL BE CALLED UP WHEN NEEDED, BUT CANNOT BE ROSTERED ON A SOFTBALL AND BASEBALL TEAM AT THE SAME TIME. IN ADDITION THEY WILL NOT BE ALLOWED TO MOVE FROM BASEBALL TO SOFTBALL OR VICE VERSUS IN A CALL UP SITUATION.

BIRTH CERTIFICATES

BIRTH CERTIFICATES SHOULD BE TURNED INTO YOUR PARK DISTRICT/ORGANIZATION AT TIME OF REGISTRATION, BUT ARE NOT REQUIRED TO BE CARRIED WITH THE COACH THROUGHOUT THE REGULAR SEASON.

AGE RESTRICTIONS/CUT OFF

SOFTBALL CUT OFF DAY IS JANUARY 1ST
BASEBALL IS APRIL 30TH

PLAYERS SHOULD PLAY AT THEIR CORRECT AGE UNLESS MOVED TO TEAMS BASED ON NEED, COACHES DISCRETION, OR PREVIOUS DISCUSSIONS FROM LEAGUE BOARD MEMBERS. NO CHILD IN BASEBALL OR SOFTBALL WILL BE ALLOWED TO PLAY BELOW THEIR AGE LEVELS. THIS WILL BE STRICTLY ENFORCED GOING FORWARD.

PROTEST OF PLAYER

IF A PLAYER'S BIRTHDATE OR ELIGIBILITY IS IN QUESTION THE MANAGER PROTESTING WILL ADVISE BOTH THE OPPOSING MANAGER AND THE UMPIRE. THE GAME WILL BE STOPPED BRIEFLY FOR THE UMPIRE TO ACKNOWLEDGE THE PROTEST AND SIGN THE MANAGERS SCOREBOOKS. THE PROTESTING MANAGER WILL ADVISE HIS LEAGUE REPRESENTATIVE OF THE PROTEST AFTER THE GAME AND THE REPRESENTATIVE WILL CONTACT THE LEAGUE PRESIDENT. (**SEE PAGE 7**)

CALL-UPS

PLAYERS CAN BE CALLED UP TO AVOID FORFEITS OR WHEN TEAMS ARE SHORT PLAYERS. CALL-UPS MUST BE FROM YOUR OWN PARK DISTRICT/ ORGANIZATION WITHIN OUR INTERLEAGUE AND MUST COME FROM ONLY ONE LEVEL BELOW.

IN PINTO BASEBALL AND 8 & UNDER SOFTBALL PLAYERS CAN MOVE
LATERALLY WITHIN YOUR ORGANIZATION SINCE THERE ARE NO LEVELS TO
CALL UP FROM.

CALL-UPS CANNOT PITCH OR CATCH WHEN BEING UTILIZED.

UMPIRING AND ON FIELD CONDUCT

HOME GAMES & CERTIFICATION

UMPIRES ARE TO BE PROVIDED BY THE HOME TEAM, REGARDLESS OF THE
LOCATION OF THE GAME, UNLESS PREVIOUSLY DISCUSSED WITH THE
ORGANIZATION SUPPLYING THE FIELD, IF NOT YOUR REGULAR HOME FIELD.
EACH ORGANIZATION SHOULD CONDUCT AN UMPIRE MEETING PRIOR TO EACH
SEASON TO GO OVER THE RULE BOOKS AND INFORM THE UMPIRES OF ANY
CHANGES TO THE UPCOMING SEASON.

ALTHOUGH THERE IS NO CERTIFICATION (IHSA OR ASA) THAT IS REQUIRED BY
YOUR UMPIRES, IT IS ENCOURAGED. .

SCHEDULED GAMES OFF SITE

IN THE UNLIKELY EVENT THAT YOU ARE SCHEDULED TO PLAY A HOME GAME
AT A NEIGHBORING FIELD YOU ARE RESPONSIBLE FOR CONTACTING THAT
ORGANIZATION TO DETERMINE FIELD AVAILABILITY AND SETTLE THE
UMPIRING ISSUE.

WE WILL TRY TO AVOID SCHEDULING YOU AWAY FROM YOUR HOME FIELD. IN
THE EVENT YOU ARE PLEASE MAKE ALL PARTIES AWARE OF WHAT IS REQUIRED
TO GET THE GAME PLAYED.

RELATIVE RESTRICTIONS

USING AN UMPIRE THAT IS DIRECTLY RELATED* TO A PLAYER OR COACH
SHOULD ALWAYS BE AVOIDED. WE WILL MAKE AN EXCEPTION FOR THIS ONLY
IN EXTREME EMERGENCIES AND IT WILL NEED TO BE MADE PUBLIC PRIOR TO
THE GAME BEING PLAYED.

AN EMERGENCY EXAMPLE: TO AVOID NOT PLAYING DUE TO UMPIRE NO-SHOW

****SPECIAL NOTE: DIRECTLY RELATED IS DEFINED AS BROTHER, FATHER,
SISTER, MOTHER, GRANDFATHER, GRANDMOTHER, SON OR DAUGHTER.***

DUG-OUT RESTRICTIONS

EACH TEAM WILL BE ALLOWED ONE MANAGER, TWO COACHES AND ONE
PERSON KEEPING THE SCOREBOOK. IN ADDITION ONLY THE MANAGER SHOULD
BE CONFERRING AND QUESTIONING THE UMPIRES CALL OR MEETING WITH THE
OTHER MANAGER.

IN GAME BEHAVIOR

ONCE THE GAME BEGINS THE UMPIRE IS IN CONTROL. CALLS MADE ON THE FIELD CAN BE DISCUSSED BUT DISCRETION MUST BE USED BY THE MANAGERS/COACHES AT ALL TIMES. THIS IS NOT NEGOTIABLE.

MANAGERS/COACHES/PLAYERS MAY BE EJECTED FROM THE GAME FOR ABSUSIVE BEHAVIOR OR LANGUAGE DIRECTED TOWARD AN UMPIRE. IN THE EVENT THAT A MANAGER/COACH/PLAYER IS EJECTED THE MANAGER IS REQUIRED TO INFORM THEIR LEAGUE DIRECTOR. ACTIONS WILL BE TAKEN BY THE LEAGUE BASED ON THE SEVERITY OF THE SITUATION.

EXCESSIVE DISCIPLINE IN MULTIPLE GAMES WILL RESULT IN FORFEITURE OF GAME IN WHICH EJECTION OCCURRED.

FURTHERMORE ANY INAPPROPRIATE INCIDENT CAN LEAD TO SUSPENSION FROM FUTURE GAMES AND POSSIBLE REMOVAL FROM THE TEAM WHICH WILL BE DETERMINED BY THE BOARD.

SMOKING AND ALCOHOL

THERE IS NO SMOKING ALLOWED ON THE FIELD OR IN THE DUGOUT. ALCOHOL IS NEVER PERMITTED ON OR NEAR THE FIELD OF PLAY. THIS SHOULD BE EXPRESSED TO YOUR FANS AS WELL.

FANS AND PARENTS

THE MANAGER/COACH IS RESPONSIBLE FOR THE CONDUCT OF HIS/HER OTHER COACHES, PLAYERS, AND ESPECIALLY FANS. UNRULY FANS WILL BE ASKED TO LEAVE THE PARK AND THE MANAGER MAY BE REMOVED FROM THE GAME AS WELL, PER THE UMPIRES DISCRETION.

PLAYER AND COACH EJECTIONS

IN THE EVENT A PLAYER IS EJECTED ANY PLAYER CURRENTLY ON THE BENCH MAY BE USED IN HIS PLACE (EVEN IF THAT PLAYER HAS BEEN UTILIZED ALREADY AS A SUBSTITUTE.) IF THE TEAM DOES NOT HAVE A PLAYER AVAILABLE (EXP.STARTED WITH 9 NOW ONLY HAVE 8) TO SUBSTITUTE IN, THE GAME WILL BE FORFEITED. (SEE PAGE 10 RE: INJURY)

IN THE EVENT THAT A COACH IS REMOVED AND THERE IS NOT ANOTHER COACH TO MANAGE THE GAME A RESPONSIBLE PARENT MAY BE SUBSTITUED TO FINISH THE GAME. THE COACH WILL BE REQUIRED TO LEAVE THE FIELD ENTIRELY AND THE PROPERTY IF NECESSARY.

SPECIAL NOTE: UMPIRES CAN WORK SCRIMMAGE GAMES AT THIER OWN DISCRETION.

IN GAME RULES

FIELD RULES

EACH PARK HAS THEIR OWN ON FIELD RULES BUT I'VE INCLUDED THE FOLLOWING AS SOME SUGGESTED GUIDELINES WHEN DETERMINING HOUSE RULES.

START TIMES

WEEKDAYS 5:45PM AND 8PM IF LIGHTS ARE AVAILABLE
SATURDAYS 9AM THEN EVERY TWO HOURS OR TWO HOURS AND FIFTEEN MINUTES BASED ON THE DIVISION PLAYING THAT DAY. LATE STARTS WILL STILL BE DETERMINED BY AVAILABILITY AND LIGHTS.

GAME LENGTH

THERE IS NO MAX GAME TIME MANDATED BY THE LEAGUE BUT THERE IS A MINIMUM GAME TIME OF 1 HOUR 30 MINUTES, WEATHER PERMITTED. GAME TIME RESTRICTIONS MAY BE ASSESSED AS PART OF FIELD RULES FOR THE PARK/ORGANIZATION YOU ARE PLAYING AT.

(EXP: Park Rules state Lights off by 10pm with a 8pm game, there may be a 2 hour time limit assessed.)

FORFEIT TIMES

THERE WILL BE A MANDATORY 15 MINUTE FORFEIT TIME SET FOR ALL ORGANIZATIONS INVOLVED. THE TEAM MUST HAVE ENOUGH PLAYERS (9) TO START THE GAME WITHIN THE 15 MINUTE FORFEIT TIMEFRAME.

SPECIAL CIRCUMSTANCE: ON SATURDAY GAMES OR ON 5:45 STARTS (WHEN THERE ARE NO OTHER GAMES TO FOLLOW THAT DAY), THE FORFEIT TIME CAN BE EXTENDED UP TO 30 MINUTES IF BOTH COACHES AND UMPIRES AGREE. NO EXEMPTION WILL BE MADE AFTER 30 MINUTES. AT THAT POINT THE GAME WILL BE CONSIDERED A FORFEIT.

INTERRUPTED GAMES

GAMES THAT ARE INTERRUPTED FOR DARKNESS, LIGHTNING/RAIN OR TIME ARE COVERED UNDER THE FOLLOWING:

GAMES THAT HAVE REACHED THE SPECIFIED INNING WILL BE CONSIDERED COMPLETE GAMES (***REQUIRED INNINGS PLAYED ARE SHOWN ON THE NEXT PAGE***). THE SCORE AT THE END OF THE LAST COMPLETED INNING WILL BE THE FINAL SCORE AND SHOULD BE TURNED IN FOR RECORDING PURPOSES.

EXAMPLE: PINTO TEAM A TAKES THE LEAD IN THE TOP OF THE 4TH, BUT THEN LIGHTNING STARTS TO APPEAR. THE GAME WILL BE CALLED. IF PINTO TEAM B WAS LEADING AFTER 3 INNINGS THEN THEY ARE THE GAME WINNERS.

IN THE EVENT THAT TEAMS ARE TIED THEY MUST DECIDE WITHIN 5 DAYS OF THE INTERRUPTED GAME WHEN TO FINISH THE GAME. THE HOME TEAM WILL BE RESPONSIBLE FOR THE UMPIRES, FIELD AVAILABILITY, AND BASEBALLS USED TO COMPLETE THE GAME.

REQUIRED SPECIFICATIONS PER DIVISION FOR RAIN/LIGHTNING DELAYS, TIME RESTRICTIONS AND GAMES CALLED FOR DARKNESS

PINTO AND 8&UNDER

3 FULL INNINGS PLAYED IS CONSIDERED A FULL GAME.

2 ½ IF HOME TEAM IS WINNING

MUSTANG AND 10&UNDER

4 FULL INNINGS PLAYED IS CONSIDERED A FULL GAME

3 ½ IF HOME TEAM IS WINNING

BRONCO AND 12&UNDER

5 FULL INNINGS PLAYED IS CONSIDERED A FULL GAME

4 ½ IF HOME TEAM IS WINNING

PONY AND 14&UNDER

5 FULL INNINGS PLAYED IS CONSIDERED A FULL GAME

4 ½ IF HOME TEAM IS WINNING

COLT AND 16&UNDER

5 FULL INNINGS PLAYED IS CONSIDERED A FULL GAME

4 ½ IF HOME TEAM IS WINNING

PALOMINO AND 18&UNDER

5 FULL INNINGS PLAYED IS CONSIDERED A FULL GAME

4 ½ IF HOME TEAM IS WINNING

SPECIAL NOTE: THESE SPECIFICATIONS SHOULD ALSO BE USED WHEN DETERMINING SLAUGHTER RULES, BUT THE HOME TEAM WILL ALWAYS HAVE LAST AT BATS.

NOTE THERE WILL BE NO SLAUGHTER RULE FOR 8U SOFTBALL.

ANTI-COLLISION AND SLIDE RULE

EACH ORGANIZATION SHOULD INFORM AND ENFORCE WITH THEIR UMPIRES THE RULES REGARDING SLIDING.

AT THE PINTO, 8&UNDER, MUSTANG & 10&UNDER LEVELS THE RULE IS THAT PLAYERS MUST SLIDE TO AVOID A COLLISION WHEN A DEFENSIVE PLAYER IS TRYING TO MAKE A TAG OR FORCE PLAY.

AT ALL OTHER LEVELS THE RULE IS **ANTI-COLLISION**, MEANING THE PLAYER MUST AVOID MAKING CONTACT WITH THE DEFENSIVE PLAYER WHEN THERE IS A TAG OR FORCE PLAY. IN THIS INSTANCE THEY ARE NOT REQUIRED TO SLIDE, JUST MAKE AN ATTEMPT TO AVOID CONTACT. INTENTIONALLY RUNNING INTO A PLAYER AS RULED BY THE UMPIRE WILL RESULT IN THE PLAYER BEING CALLED OUT AND COULD RESULT IN THE PLAYER BEING EJECTED IF UMPIRE DEEMS IT WAS DONE MALICIOUSLY.

SPECIAL NOTE REGARDING ANTI COLLISION VERSUS SLIDE RULE AT HICKORY HILLS. DUE TO THE FIELD CONDITIONS REGARDING THE GIRLS PLAYING FIELDS THE ANTI COLLISION RULE IS IN EFFECT FOR ALL LEVELS ON HICKORY HILLS FIELDS.

FILING OF PROTEST AND THE PROTEST COMMITTEE

IN THE EVENT THAT A MANAGER WISHES TO FILE A PROTEST BEFORE OR DURING A GAME THE PROCESS IS AS FOLLOWS:

BEFORE A GAME: INFORM THE UMPIRE OF THE NATURE OF THE PROTEST. HAVE THE UMPIRE INFORM THE OTHER COACH AND MAKE SURE THE UMPIRE SIGNS BOTH SCORE BOOKS ACKNOWLEDGING THE PROTEST AND REASON FOR IT.

DURING THE GAME: CALL TIME OUT. REQUEST A HOME PLATE MEETING WITH THE UMPIRE AND OPPOSING COACH. DISCUSS THE NATURE OF THE PROTEST AND IF SAID PROTEST MAY BE RESOLVED ON SITE. IF NOT ADVISE UMPIRE AND OPPOSING COACH THAT A PROTEST IS BEING FILED. ASK THE UMPIRE TO SIGN BOTH SCOREBOOKS ACKNOWLEDGING THE PROTEST AND THE REASON FOR IT.

AFTER THE GAME: NO PROTEST CAN BE FILED ONCE THE GAME IS COMPLETED.

UNDER EACH SIGNATURE YOU SHOULD ALWAYS BRIEFLY EXPLAIN THE NATURE OF THE PROTEST. MAKE SURE YOU MAKE A PHOTO COPY OF THE SCOREBOOK SHOWING THE DESCRIPTION.

ONCE YOU HAVE FILED AN ON FIELD PROTEST ***EMAIL*** YOUR LEAGUE DIRECTOR SO THERE IS A TIME STAMP ON THE DAY THE LEAGUE WAS INFORMED OF THE PROTEST. HE WILL INFORM THE BOARD. AT THAT POINT THE BOARD WILL HAVE

5 DAYS FROM THE OCCURANCE TO DETERMINE THE VALIDITY OF THE PROTEST AND THE END RESULT.

THERE WILL BE A \$25 DOLLAR PROTEST FEE ASSESSED, DUE IN A TIMELY MANNER OF THE FILED PROTEST. THIS EXPENSE WILL BE INCURED TO THE PROTESTING COACH. IF THE PROTEST IS UPHELD THE \$25 WILL BE RETURNED. IF THE PROTEST IS DEEMED NOT VALID OR NOT UPHELD THE \$25 WILL BE APPLIED TO THE LEAGUE EXPENSE FUND.

SPECIAL NOTE: PROTEST MUST BE MADE AT THE TIME OF THE OCCURANCE FOR WHICH YOU ARE PROTESTING.

EXAMPLES OF INVALID PROTESTS:

1.) PROTESTING A GAME AT THE END OF THE GAME FOR SOMETHING THAT OCCURRED IN THE FIRST INNING IS INVALID.

2.) IF YOU ARE PLAYING A GAME UNDER PROTEST BUT FAIL TO INFORM THE UMPIRE AND OPPOSING MANAGER UNTIL THE 3RD INNING THEN THE PROTEST IS INVALID.

3.) PROTESTING SOMETHING THAT OCCURRED IN THE 3RD INNING IN THE SEVENTH INNING IS INVALID

RESPONSIBLE PARTY

ONLY THE MANAGER OR ACTING MANAGER FOR THAT PARTICULAR GAME CAN FILE A PROTEST. PROTEST CANNOT BE MADE BY ANOTHER PARTY REPRESENTING YOUR PARK/ORGANIZATION AFTER THE GAME IS COMPLETED.

DECISION

ONCE A RULING ON THE PROTEST IS MADE THE DECISION IS FINAL. THE RESULTING AGREEMENT OF THE PROTEST WILL BE ENFORCED AND NO FURTHER PROTEST(S) REGARDING THAT PARTICULAR GAME CAN BE MADE.

REGULAR SEASON GAMES

2014 SEASON RUNS FROM APRIL 26TH TO JULY 10TH. THERE WILL BE A SHORT BREAK FROM REGULAR SEASON GAMES FROM 6/27 THROUGH 7/5. PLAYOFFS WILL BEGIN ON JULY 12TH.

14U SOFTBALL & PONY BASEBALL WILL EXTEND AS NEEDED DUE TO H.S. PLAYERS THAT ARE INELIGIBLE TO PRACTICE PRIOR TO Mid-MAY

REPORTING YOUR SCORES

TEAMS SHOULD USE THE FOLLOWING EMAIL FOR REPORTING SCORES PNC305@YAHOO.COM. TEAMS SHOULD REPORT SCORES **REGARDLESS OF WINNING OR LOSING** SO ACCURATE RECORDS MAY BE KEPT IN DETERMINING FINAL STANDINGS FOR PLAYOFFS. PLEASE INCLUDE IN YOUR EMAIL THE LAST NAME AND JERSEY # OF THE PITCHERS USED FOR THE GAME WITH THE NUMBER OF INNINGS PITCHED. ALSO THE DATE THE GAME WAS PLAYED. INCLUDE THE ORIGINAL DATE OF A SCHEDULED BEING MADE UP. **EXP: GAME SCHEDULED FOR 4/21 PLAYED ON 5/22 BEDFORD PARK 5 BRIDGEVIEW 4 SMITH #22 3 INNINGS JONES #32 2 INNINGS.**

GAMES

ALL REGULAR SEASON GAMES MUST BE COMPLETED BY THE LAST DAY OF THE CURRENT BASEBALL/SOFTBALL SEASON.

FINAL STANDINGS

RECORDS WILL BE DETERMINED BY THE SCORES TURNED IN BY ALL MANAGERS. ANY GAMES THAT WERE NOT PLAYED WILL BE CONSIDERED NO CONTESTS. FINAL STANDINGS WILL BE DETERMINED BY ***OVERALL WINNING PERCENTAGE***, BASED ON THE SCORES RETURNED FOR RECORDING.

PLAYOFF SCHEDULES

THE NUMBER OF PLAYOFF TEAMS, LOCATION OF GAMES, AND START TIMES WILL BE DETERMINED BY THE BOARD.

SPECIAL RULES APPLICABLE TO ALL LEVELS

OFFENSIVE CONFERENCES

MANAGERS/COACHES ARE ALLOWED TO CONFER WITH THEIR BATTERS PRIOR TO THE AT BAT BEGINNING. RUNNERS SHOULD BE HANDLED BY THE BASE COACHES.

MOUND VISITS

MANAGERS/COACHES ARE ALLOWED **ONE** CHARGED VISIT PER INNING TO ADDRESS THEIR PITCHERS AND INFIELD. **A SECOND TRIP TO THE MOUND WILL RESULT IN THE PITCHER HAVING TO BE REPLACED.**

WARMING UP YOUR PITCHER

IF A PLAYER IS BEING UTILIZED FOR WARMING UP THE PITCHER WHILE THE

CATCHER IS GETTING HIS/HER GEAR ON THAT PLAYER MUST WEAR A FACE MASK AND HELMET. THE MASK AND HELMET MUST BE WORN REGARDLESS OF WHERE THE PITCHER IS WARMING UP (i.e. MOUND, BULLPEN, BEHIND THE BACKSTOP OR FENCE, ETC.....)

INTENTIONAL WALKS

IN THE EVENT A PITCHER/COACH INTENDS TO WALK A BATTER HE NEEDS ONLY TO INFORM THE UMPIRE THIS. NO PITCHES WILL NEED TO BE THROWN AND THE PLAYER WILL TAKE HIS/HER BASE.

RELIEF PITCHERS

RELIEF PITCHERS COMING IN MID INNING SHOULD BE ALLOWED ADEQUATE TIME TO GET LOOSE/WARM (NO LESS THAN 10 PITCHES).

COURTESY RUNNERS

WHEN THERE ARE TWO OUTS AND THE CATCHER IS ON BASE A PINCH RUNNER MUST BE USED TO ALLOW THE CATCHER TO GET READY FOR THE NEXT INNING BEHIND THE PLATE. THE PINCH RUNNER IS THE LAST BATTER TO RECORD AN OUT. COACHES NEED TO MAKE THE UMPIRE AWARE THAT THE CATCHER IS ON BASE IMMEDIATELY

HIT BATSMEN

ANY PITCHER WHO HITS THREE BATTERS IN A GAME WILL BE REQUIRED TO BE REMOVED AS PITCHER. THEY WILL STILL BE ALLOWED TO PLAY IN THE REMAINDER OF THE GAME, BUT NOT IN THE POSITION OF PITCHER. THIS WILL APPLY TO BOTH BASEBALL AND SOFTBALL ALL LEVELS

DEAD BALL

A PITCHED BALL THAT HITS THE GROUND AND BOUNCES UP AND HITS THE BATTER IS CONSIDERED A DEAD BALL AND THE BATTER IS NOT AWARDED THE BASE. THE PITCH IS CONSIDERED A "BALL" AND WILL NOT COUNT AGAINST THE PITCHER'S "HIT BATSMEN" TOTALS FOR THE GAME.

IN SOFTBALL THIS RULE IS APPLICABLE TO 8U & 10U ONLY

IN BASEBALL THIS RULE ONLY APPLIES TO PINTO AND MUSTANG ONLY

PLEASE MAKE COACHES AND UMPIRES AWARE OF THIS !!!!!!!!!!!!!

EXTRA INNINGS

IF A GAME IS TIED AFTER THE REGULATION NUMBER OF INNINGS, THEN A TIE BREAKER RULE WILL BE UTILIZED. STARTING WITH THE TOP OF THE 1ST EXTRA INNING THE LAST PERSON TO MAKE AN OUT WILL START ON 2ND BASE. THIS WILL CONTINUE UNTIL THE GAME IS COMPLETED OR TIME LIMIT REACHED.

BAT RESTRICTIONS BASEBALL

BARREL SIZE CAN ONLY BE NO GREATER 2 5/8".

WOOD BATS MAY BE USED FOR ALL LEVELS OF BASEBALL.

FOR PONY BASEBALL ONLY THE FOLLOWING RULE APPLIES:

Rule 8 C (3) Equipment: Effective January 1, 2012, all minus (-) 3 bats must be BBCOR certified. The bat which may be wood or non-wood product shall be not more than two and five-eighths (2-5/8") in diameter at the barrel and shall be a smooth implement, from the top of the cap to the top of the knob. All non-wood bats shall meet the Ball-Bat Coefficient of Restitution (BBCOR) testing protocol maintaining the length-to-weight difference of 0.50 limit regardless of length. All BBCOR approved bats shall be labeled with a silk screen or other permanent certification mark. (NOTE: 2 3/4" bats are prohibited in all PONY sanctioned leagues).

In the event that an illegal bat is used it will result in an out for the player using the bat and a WARNING to the Manager. If it occurs a second time in the game it will result in an out for the player and an EJECTION to the Manager

BATTING LINEUPS

CONTINUOUS BATTING ORDER

CONTINUOUS BATTING IS WHEN EVERY PLAYER ON YOUR BENCH IS INSERTED INTO THE LINEUP. NO ALTERATIONS TO THE LINEUP CAN BE MADE, BUT PLAYERS CAN BE FREELY SUBSTITUTED DEFENSIVELY THROUGHOUT THE GAME.

RE-ENTRY BATTING

WHEN USING RE-ENTRY YOU ARE REQUIRED TO SET YOUR LINE-UP WITH 9 PLAYERS. YOU MAY SUBSTITUTE YOUR BENCH PLAYERS INTO YOUR LINE UP ONLY ONCE. YOUR ORIGINAL PLAYER THAT WAS TAKEN OUT MAY RE ENTER THE GAME IN HIS/HER ORIGINAL SPOT IN THE BATTING ORDER. BUT THE SUBSTITUTE MAY NOT BE RE-INSERTED INTO THE LINEUP AGAIN.

INJURY RULE

WHEN USING CONTINUOUS BATTING AND A PLAYER IS INJURED/ILL YOU SIMPLY SKIP HIS/HER SPOT IN THE LINEUP. YOU WILL NOT BE CHARGED WITH AN OUT, BUT THE PLAYER SKIPPED IS OUT FOR THE ENTIRE GAME. HE MAY NOT RE-

ENTER THE LINE UP AT ANY TIME. **(RE-ENTRY TO THE GAME IS POSSIBLE AT THE 8U, 10U, MUSTANG AND PINTO LEVELS.)**

WHEN USING RE-ENTRY(PONY BASEBALL) IF A PLAYER IS INJURED/ILL AND YOU HAVE SUBSTITUTES AVAILABLE YOU MAY SUB A PLAYER IN AND REINSERT THE ORIGINAL PLAYER IF ABLE TO PLAY LATER IN THE GAME.

IF YOU HAVE ALREADY USED ALL YOUR SUBS AND YOU HAVE NO ONE AVAILABLE TO INSERT FOR THE INJURED/ILL PLAYER, YOU CAN USE THE LAST PLAYER REMOVED FROM THE GAME IN THE INJURED/ILL PLAYERS SPOT, HOWEVER THE INJURED/ILL PLAYER MAY NOT RETURN TO THE LINEUP FOR ANY REASON. THE SUB WOULD TAKE OVER THE AT BAT, FIELD POSITION OR BASE OF THE INJURED/ILL PLAYER INCLUDING THE BALL AND STRIKE COUNT. A MOUND VISIT TO CHECK ON AN INJURED PITCHER WILL NOT COUNT AS A TRIP TO THE MOUND.

PLAYING TIME

EACH PLAYER SHOULD BE ALLOWED TO HAVE AT LEAST ONE AT-BAT PER GAME AND PLAY AT LEAST SIX DEFENSIVE OUTS DURING THE REGULAR SEASON AND PLAYOFFS. UNLESS SPECIFIED UNDER THEIR INDIVIDUAL DIVISION RULES. IF A PLAYER IS BENCHED FOR THE GAME IT SHOULD BE MADE AWARE TO THE OPPOSING MANAGER SO NO DISCUSSION OR PROTESTS ARE MADE REGARDING THE PLAYERS TIME ON THE FIELD. IF A PLAYER IS ARRIVING LATE OR ARRIVES LATE THE COACH SHOULD INFORM THE OPPOSING MANAGER IF THE PLAYER IS AVAILABLE FOR THE GAME.

BASEBALLS

THE HOME TEAM IS RESPONSIBLE FOR SUPPLYING AT LEAST TWO BASEBALLS/SOFTBALLS FOR EACH GAME.

OF PLAYERS

EACH TEAM IS REQUIRED TO HAVE **9 PLAYERS** TO START THE GAME. NO EXCEPTIONS, THIS APPLIES TO ALL LEVELS. (SEE FORFEIT RULE PAGE 5)

SPECIAL PITCHING NOTE:

ONE PITCH EQUALS ONE INNING. AS SOON AS THE PITCHER DELIVERS ONE PITCH TO A BATTER HE/SHE WILL BE CONSIDERED AS HAVING PITCHED ONE FULL INNING.

CALENDER WEEK

RUNS FROM MONDAY TO SUNDAY, USE THIS TO DETERMINE YOU'RE PITCHING

BREAKDOWN.

MAX GAMES IN A WEEK

ANY TIME A TEAM HAS 4 OR MORE GAMES IN ONE CALENDER WEEK, THIER PITCHERS WILL BE ALLOWED 2 ADDITIONAL INNINGS PITCHED PER WEEK.

PITCHING RECORDS

ALL LEVELS SHOULD BE TRACKING THEIR PLAYERS PITCHED ON EVERY SCOREBOOK, WITH THE EXCEPTION OF 14U GIRLS. EACH BOOK WIN OR LOSE NEEDS TO BE SIGNED BY THE UMPIRE AT THE END OF THE GAME.

PINTO BASEBALL

AGE GROUP: 7-8 YEAR OLDS

INNINGS: 5

BASES: 50 FEET

MOUND: 38 FEET

DROP THIRD STRIKE: NOT USED

INFIELD FLY RULE: NOT USED

BATTING: A CONTINUOUS BATTING ORDER IS USED (**SEE PAGE 10**)

PITCHING: BEFORE MEMORIAL DAY (**MAY 26TH, 2014**) COACHES WILL PITCH THE FIRST AND LAST INNING, THE KIDS WILL PITCH THE MIDDLE 3 INNINGS. BEFORE MEMORIAL DAY AFTER PITCHING IN 2 CONSECUTIVE INNINGS THE PITCHER WILL BE REQUIRED TO HAVE **40 HOURS** REST BEFORE BEING ALLOWED TO PITCH IN ANOTHER GAME. IN ADDITION EACH PITCHER WILL ONLY BE ALLOWED **6** INNINGS IN EACH CALENDER WEEK. AFTER MEMORIAL DAY (**MAY 26TH, 2014**) THE KIDS PITCH EVERY INNING. THEY ARE THEN ALLOWED TO PITCH IN **3** CONSECUTIVE INNINGS PRIOR TO NEEDING REST AND **6** TOTAL INNINGS FOR THE WEEK. NO RE-ENTRY CAN BE USED FOR PITCHING. ONCE REMOVED PLAYER IS DONE PITCHING UNTIL THE NEXT GAME OR UNTIL THEY HAVE MET THE REQUIRED 40 HOURS REST PERIOD. 6.) STOPPAGE OF PLAY

BEFORE 5/26: 2 A GAME/ 6 A WEEK

ON 5/26 & AFTER: 3 A GAME/ 6 A WEEK

STOPPAGE IN PLAY: At the PINTO level the play will stop once the PITCHER has control of the ball within the "Diamond" or base lines of the INFIELD.

PINTO CONTINUED.....

BASE ON BALLS: IF THE COUNT REACHES FOUR BALLS WHEN THE PLAYERS ARE PITCHING THE COACH WILL COME IN AND FINISH THE AT BAT. THERE ARE NO WALKS. THE STRIKE COUNT REMAINS UNTIL THE BATTER EITHER STRIKES OUT, HITS INTO AN OUT OR GETS ON BASE.

BUNTING: NOT ALLOWED

STEALING AND LEAD OFFS: NOT ALLOWED
SLAUGHTER RULE: NONE

SPECIAL NOTE: TEAMS SHALL NOT SCORE MORE THAN FIVE RUNS IN ANY INNING INCLUDING THE 5TH; NO EXTRA INNINGS WILL BE PLAYED, SO GAMES CAN END IN A TIE. SCORING SHOULD NOT BE DISCUSSED ON THE BENCH WITH PLAYERS. ALL 5 INNINGS SHOULD BE COMPLETED IF POSSIBLE REGARDLESS OF SCORE, WEATHER PERMITTING.

MUSTANG BASEBALL

AGE GROUP: 9-10 YEAR OLDS

INNINGS: 6

BASES: 60 FEET

MOUND: 44 FEET

DROP THIRD STRIKE: NOT USED

INFIELD FLY RULE: YES

BATTING: A CONTINUOUS BATTING ORDER IS USED (**SEE PAGE 10**)

PITCHING: COACHES NO LONGER PITCH AT THIS LEVEL. AFTER PITCHING IN 3 CONSECUTIVE INNINGS IN THE SAME GAME THE PITCHER WILL BE REQUIRED TO HAVE **40 HOURS** REST BEFORE BEING ALLOWED TO PITCH IN ANOTHER GAME. IN ADDITION EACH PITCHER WILL ONLY BE ALLOWED **8** INNINGS IN EACH CALENDER WEEK. NO RE-ENTRY CAN BE USED FOR PITCHING. ONCE REMOVED PLAYER IS DONE PITCHING UNTIL THE NEXT GAME OR UNTIL THEY HAVE MET THE REQUIRED 40 HOURS REST PERIOD.

BUNTING: YES

MUSTANG CONTINUED.....

STEALING AND LEAD OFFS: NO LEAD OFFS, STEALING IS ALLOWED ONCE THE BALL HAS CROSSED THE PLATE.

SLAUGHTER RULE: YES WHEN THERE IS A TEN RUN LEAD AFTER 3 ½ INNINGS HAVE BEEN PLAYED THE HOME TEAM IS WINNING OR 4 FULL INNINGS IF THE AWAY TEAM IS WINNING.

SPECIAL NOTE: NO TEAM CAN SCORE MORE THAN EIGHT RUNS IN THE FIRST 5 INNINGS, IF THERE ARE LESS THAN 3 OUTS WHEN THE EIGHTH RUN IS SCORED THAN THE TEAMS SHALL CHANGE SIDES. THE LAST INNING THERE IS NO RESTRICTIONS SINCE IT MAY AFFECT THE OUTCOME OF THE GAME IN THE END.

DEAD BALL: PLAY IS CONSIDERED DEAD ONCE THE PITCHER HAS CONTROL OF THE BALL ON THE RUBBER.

BRONCO BASEBALL

AGE GROUP: 11-12 YEAR OLDS

INNINGS: 7

BASES: 70 FEET

MOUND: 48 FEET

DROP THIRD STRIKE: YES

INFIELD FLY RULE: YES

BATTING: A CONTINUOUS BATTING ORDER IS USED (SEE PAGE 10)

PITCHING: COACHES NO LONGER PITCH AT THIS LEVEL. AFTER PITCHING IN 4 CONSECUTIVE INNINGS IN GAME THE PITCHER WILL BE REQUIRED TO HAVE **40 HOURS** REST BEFORE BEING ALLOWED TO PITCH IN ANOTHER GAME. IN ADDITION EACH PITCHER WILL ONLY BE ALLOWED **10** INNINGS IN EACH CALENDER WEEK. NO RE-ENTRY CAN BE USED FOR PITCHING. ONCE REMOVED PLAYER IS DONE PITCHING UNTIL THE NEXT GAME OR UNTIL THEY HAVE MET THE REQUIRED 40 HOURS REST PERIOD.

BUNTING: YES.

STEALING AND LEAD OFFS: LEAD OFFS ARE ALLOWED. STEALING IS ALLOWED ANY TIME THE BALL IS LIVE.

BRONCO BASEBALL CONTINUED....

SLAUGHTER RULE: YES. WHEN THERE IS A TEN RUN LEAD AFTER 4 ½ INNINGS HAVE BEEN PLAYED, IF THE HOME TEAM IS WINNING OR 5 FULL INNINGS IF THE AWAY TEAM IS WINNING.

DEAD BALL: ONLY ON UMPIRES DIRECTION; OTHERWISE BALL IS ALWAYS LIVE.

PONY BASEBALL

AGE GROUP: 13-14 YEAR OLDS

INNINGS: 7

BASES: 80 FEET

MOUND: 54 FEET

DROP THIRD STRIKE: YES

INFIELD FLY RULE: YES

BATTING: A CONTINUOUS BATTING ORDER IS OPTIONAL (**SEE PAGE 10**) IF BOTH COACHES AGREE, BUT RE-ENTRY RULE (**SEE PAGE 10**) IS REQUIRED FOR PLAYOFFS AND STRONGLY ENCOURAGED TO BE USED DURING THE REGULAR SEASON AS WELL.

PITCHING: COACHES NO LONGER PITCH AT THIS LEVEL. AFTER PITCHING IN **4** CONSECUTIVE INNINGS IN GAME THE PITCHER WILL BE REQUIRED TO HAVE **40 HOURS** REST BEFORE BEING ALLOWED TO PITCH IN ANOTHER GAME. PITCHERS WILL BE ALLOWED TO PITCH THE FULL **7** INNINGS BUT MUST REST ONCE THEY HAVE HIT **4** IN THE GAME. IN ADDITION EACH PITCHER WILL ONLY BE ALLOWED **14** INNINGS IN EACH CALENDER WEEK. NO RE-ENTRY CAN BE USED FOR PITCHING. ONCE REMOVED PLAYER IS DONE PITCHING UNTIL THE NEXT GAME OR UNTIL THEY HAVE MET THE REQUIRED 40 HOURS REST PERIOD.

BUNTING: YES.

METAL SPIKES: ARE ALLOWED AT THIS LEVEL ONLY

STEALING AND LEAD OFFS: LEAD OFFS ARE ALLOWED. STEALING IS ALLOWED ANY TIME THE BALL IS LIVE.

SLAUGHTER RULE AT PONY:

15 RUN LEAD AFTER 3 1/2INNINGS IF HOME TEAM WINNING. 15 RUN LEAD AFTER 4 INNINGS IF AWAY TEAM IS WINNING.

PONY BASEBALL CONTINUED...

10 RUN LEAD AFTER 4 1/2 INNINGS IF HOME TEAM WINNING. 10 RUN LEAD AFTER 5 INNINGS IF AWAY TEAM WINNING.

DEAD BALL: ONLY ON UMPIRES DIRECTION OTHERWISE BALL IS ALWAYS LIVE.

8&UNDER GIRLS SOFTBALL

AGE GROUP: 7-8 YEAR OLDS

INNINGS: 5

BASES: 50 FEET

MOUND: 30 FEET

DROP THIRD STRIKE: NOT USED

INFIELD FLY RULE: NOT USED

BATTING: A CONTINUOUS BATTING ORDER IS USED (**SEE PAGE 10**) 10 FIELDERS ARE ALLOWED (SHORT CENTER)

PITCHING: BEFORE MEMORIAL DAY (**MAY 26TH, 2014**) COACHES WILL PITCH THE FIRST AND LAST INNING, THE KIDS WILL PITCH THE MIDDLE 3 INNINGS. AFTER PITCHING IN 2 CONSECUTIVE INNINGS THE PITCHER WILL BE REQUIRED TO HAVE **40 HOURS** REST BEFORE BEING ALLOWED TO PITCH IN ANOTHER GAME. IN ADDITION EACH PITCHER WILL ONLY BE ALLOWED **8** INNINGS IN EACH CALENDER WEEK. AFTER MEMORIAL DAY (**MAY 26TH, 2014**) THEY WILL BE ALLOWED TO PITCH IN 3 CONSECUTIVE INNINGS WITH A MAX OF 8 IN A CALENDER WEEK. THE KIDS PITCH EVERY INNING. NO RE-ENTRY CAN BE USED FOR PITCHING. ONCE REMOVED PLAYER IS DONE PITCHING SHE WILL BE DONE UNTIL THE NEXT GAME OR UNTIL SHE HAS MET THE REQUIRED 40 HOURS REST PERIOD.

BASE ON BALLS: IF THE COUNT REACHES FOUR BALLS WHEN THE PLAYERS ARE PITCHING THE COACH WILL COME IN AND FINISH THE AT BAT. THERE ARE NO WALKS. THE STRIKE COUNT REMAINS UNTIL THE BATTER EITHER STRIKES OUT, HITS INTO AN OUT, OR GETS ON BASE.

BUNTING: NOT ALLOWED

STEALING AND LEAD OFFS: NOT ALLOWED

8U SOFTBALL CONTINUED....

SLAUGHTER RULE: NONE

SPECIAL NOTE: TEAMS SHALL NOT SCORE MORE THAN FIVE RUNS IN ANY INNING INCLUDING THE 5TH; NO EXTRA INNINGS WILL BE PLAYED, SO GAMES CAN END IN A TIE. SCORING SHOULD NOT BE DISCUSSED ON THE BENCH WITH PLAYERS. ALL 5 INNINGS SHOULD BE COMPLETED IF POSSIBLE REGARDLESS OF SCORE, WEATHER PERMITTING.

DEAD BALL: Play is considered stopped when the PITCHER has control of the ball within the BASE PATHS(diamond) of the INFIELD.

10&UNDER GIRLS SOFTBALL

AGE GROUP: 9-10 YEAR OLDS

INNINGS: 6

BASES: 60 FEET

MOUND: 35 FEET

DROP THIRD STRIKE: NOT USED

INFIELD FLY RULE: NO

BATTING: A CONTINUOUS BATTING ORDER IS USED (SEE PAGE 10)

PITCHING: COACHES NO LONGER PITCH AT THIS LEVEL. AFTER PITCHING IN 3 CONSECUTIVE INNINGS THE PITCHER WILL BE REQUIRED TO HAVE **40 HOURS** REST BEFORE BEING ALLOWED TO PITCH IN ANOTHER GAME.

IN ADDITION EACH PITCHER WILL ONLY BE ALLOWED **8** INNINGS IN EACH CALENDER WEEK.

ONE RE-ENTRY CAN BE USED FOR THE STARTING PITCHER ONLY ASSUMING THEY HAVE NOT REACHED THEIR 3 MAX INNING FOR THE GAME. OR HAVE NOT REACHED THEIR HIT BATSMAN MAX.

40 HOURS REST STILL REQUIRED AFTER 3 INNINGS PITCHED IN A GAME.

BUNTING: YES

STEALING: ONLY 2ND BASE CAN BE STOLEN. AND ONLY IF 2ND BASE IN UNOCCUPIED. AND ONLY IF THE CATCHER MAKES A PLAY ON THE RUNNER ON FIRST. IN ADDITION A PLAY ON THE RUNNER ONLY OCCURS WHEN THE BALL

10U SOFTBALL CONTINUED....

LEAVES THE CATCHERS HAND. A FAKE THROW TO FIRST IS NOT CONSIDERED A PLAY ON THE RUNNER.

LEAD OFFS: RUNNERS CAN LEAVE THE BASE ON THE PITCH, BUT IF THE BALL IS NOT HIT OR THE RUNNER IS NOT PLAYED ON THEY HAVE TO RETURN TO THE BASE.

SLAUGHTER RULE: There will be a 15 run slaughter rule in effect for 10u. 3 1/2 innings if the home team is leading or 4 if the away team is leading.

SPECIAL NOTE: TEAMS SHALL NOT SCORE MORE THAN FIVE RUNS IN ANY INNING. WHEN A TEAM HAS REACHED THEIR FIFTH RUN EVEN IF THERE ARE NOT 3 OUTS THE TEAMS WILL CHANGE SIDES. THIS RULE APPLIES ONLY TO THE 1ST THROUGH 5TH INNING. THERE MUST BE 3 OUTS RECORDED IN THE 6TH INNING OR IN EXTRA INNINGS BEFORE THE GAME IS OVER

MODIFIED LAST INNING RULE: UMPIRE DECLARED:

In the event that a game is being called for slaughter rule, time or darkness, prior to the 6th inning, when it is determined that it will be the last inning. There will be no 5 run cap on runs scored in that inning.

EXP: The HOME team is up by 15 runs in the top of the 3rd inning and the time limit is being reached, The umpire will declare last inning and the away team will be allowed to bat until they make 3 outs regardless of the number of runs scored that inning.

DEAD BALL: PLAY IS CONSIDERED DEAD ONCE THE PITCHER HAS CONTROL OF THE BALL IN THE VICINITY OF THE MOUND (8' CIRCLE) Home teams should at the very least if unable to chalk in a circle, draw a circle with a bat to define this rule more clearly during play.

12&UNDER GIRLS SOFTBALL

AGE GROUP: 11-12 YEAR OLDS

INNINGS: 7

BASES: 60 FEET

MOUND: 40 FEET

DROP THIRD STRIKE: YES

INFIELD FLY RULE: YES

BATTING: A CONTINUOUS BATTING ORDER IS USED (**SEE PAGE 10**)

PITCHING: COACHES NO LONGER PITCH AT THIS LEVEL. 12u PITCHERS will be allowed to pitch 4 CONSECUTIVE innings per game and 12 innings per week max. REST IS NOT REQUIRED. Meaning pitchers will be allowed to pitch on back to back days. IF REMOVED FROM THE MOUND A STARTING PITCHER MAY REENTER THE GAME IF THEY HAVE NOT YET REACHED THEIR 4 INNINGS MAXIMUM. THIS MAY ONLY OCCUR ONCE A GAME.

BUNTING: YES.

STEALING AND LEAD OFFS: LEAD OFFS ARE NOT ALLOWED. STEALING IS ALLOWED ONCE THE BALL LEAVES THE PITCHERS HAND. .

SLAUGHTER RULE: YES WHEN THERE IS A TEN RUN LEAD AFTER 4 ½ INNINGS HAVE BEEN PLAYED THE HOME TEAM IS WINNING OR 5 FULL INNINGS IF THE AWAY TEAM IS WINNING.

LOOK BACK RULE: RUNNERS MUST EITHER RETURN TO THE BASE OR ADVANCE TO THE NEXT BASE ONCE THE PITCHER HAS CONTROL OF THE BALL IN THE PITCHING CIRCLE. THIS IS MORE CLEARLY DEFINED IN **ATTACHMENT A** UNDER RULE “8” SECTION “T”.

DEAD BALL: ONLY ON UMPIRES DIRECTION OTHERWISE BALL IS ALWAYS LIVE.

14&UNDER GIRLS SOFTBALL

AGE GROUP: 13-14 YEAR OLDS

INNINGS: 7

BASES: 60 FEET

MOUND: 40 FEET

DROP THIRD STRIKE: YES

INFIELD FLY RULE: YES

BATTING & FIELDING: A CONTINUOUS BATTING ORDER IS USED/PLAYERS MUST PLAY AT LEAST 1 INNING IN THE FIELD (**SEE PAGE 10**)

PITCHING: COACHES NO LONGER PITCH AT THIS LEVEL. PITCHERS ARE ALLOWED TO PITCH THE FULL GAME. STARTING PITCHERS MAY BE REMOVED AND RE-ENTERED INTO THE GAME ONLY ONCE. THERE IS NO LIMIT TO INNINGS PITCHED FOR THE WEEK.

14u STEP BACK RULE: The step back rule will be allowed at 14u, but it is not required. Nor is it required to be taught at any level.

BUNTING: YES.

STEALING AND LEAD OFFS: LEAD OFFS ARE NOT ALLOWED. STEALING IS ALLOWED ONCE THE BALL LEAVES THE PITCHERS HAND. .

SLAUGHTER RULE: YES, WHEN THERE IS A TEN RUN LEAD AFTER 4 ½ INNINGS HAVE BEEN PLAYED AND THE HOME TEAM IS WINNING OR 5 FULL INNINGS IF THE AWAY TEAM IS WINNING.

LOOK BACK RULE: RUNNERS MUST EITHER RETURN TO THE BASE OR ADVANCE TO THE NEXT BASE ONCE THE PITCHER HAS CONTROL OF THE BALL IN THE PITCHING CIRCLE. THIS IS MORE CLEARLY DEFINED IN **ATTACHMENT A** UNDER RULE "8" SECTION "T".

DEAD BALL: ONLY ON UMPIRES DIRECTION OTHERWISE BALL IS ALWAYS LIVE.

Softball Pitching Rules Breakdown

Pitching Distance: Mound to Plate-

8U: 30 feet

10U: 35 feet

12U, 14U: 40 feet

16U, 18U: 43 feet

Ball Size:

8U and 10U: 11inch.

12U and older: 12inch.

- 1 The pitcher is not allowed to take the pitching position on the mound if she does not have the ball.
- 2 The pitcher also is not officially in pitching position unless the catcher is in the proper position to receive her pitch, according to the ASA Official Rules of Softball: Umpire Edition

Starting Position/Presentation:

- 1 Two feet on pitching mound
 - o Both of the pitcher's feet have to be on the ground and within 24 inches of the pitcher's plate.
- 2 Hips and shoulders square to home plate.
- 3 Hands must initially present separately as the pitcher takes or appears to take a signal from the catcher/coach. The ball can stay in the glove or pitching hand at this time. The pitcher then needs to bring her hands together for 1 to 10 seconds before releasing the ball.
 - o 1-to-10-second pause must be taken before the initial movement into the pitching motion. However, precedent does call for it to be a "distinct pause," which is left to the umpire's discretion. The purpose of the rule is to prevent the pitcher from gaining an unfair motion for the delivery of the ball, and to prevent "quick pitching."

Pitching Motion:

- 1 The pitcher must backswing directly out of the pause by moving the pitching hand backward to start the delivery. In an effort to gain more velocity, the pitcher is allowed to take the ball behind the back or outward (both "within reason") or over the head.
- 2 Pitcher is not allowed to step backwards off of the pitching mound.
- 3 The pitcher may lift the front foot off the ground first, and slide or drag the pivot foot, (pivot foot is also known as the "**Drag foot.**") as long as the pivot foot

remains in contact with the ground.

- 4 For a right handed pitcher- the front foot would be the left foot and the pivot foot would be the right foot.
 - 5 For a left handed pitcher- the front foot would be the right foot and the pivot foot would be the left foot.
- 2 The pitcher cannot make movements that resemble pitching without delivering the ball.
 - 3 The pitcher also cannot stop forward motion after separating the hands.

Windmill

- 1 A pitcher is not allowed to make two arm revolutions on a windmill pitch. The pitcher can, however, drop her arm to the rear and side before starting her windmill motion, advises ASA.
- 2 The pitcher does not continue to wind up after taking the forward step or after the ball is released.
 - 1 **NOTE:** Continuation of the windup is considered any action that, after the ball is released, causes the arm to continue to rotate past the shoulder.

Delivery

- 3 Ball delivery must be underhanded. The hand has to be below the pitcher's hip on delivery. The wrist cannot be farther from the pitcher's body than his elbow, according to Hanlon.

Illegal Pitching Motions:

Crow-Hop:

- 4 A crow hop is defined as the act of a pitcher who steps, hops, or drags off the front of the pitcher's plate, replants the pivot foot, establishing a second impetus (or starting point), pushes off from the newly established starting point and completes the delivery.
- 5 A right handed pitcher would crow hop with their right foot and a left handed pitcher would crow hop with their left foot.

Leap:

- 1 Both feet are in the air and off the ground at the same time as the arms are making a rotation to deliver the ball.