



2024 Spring Season League Playing Rules

12/14u Softball

DIVISION MAKE-UP

- Players of League Age 11 – 14, as per PONY rules. League age is players age as of December 31, 2023.

PLAYING FIELD

- Distance between bases is 60 feet.
- The pitcher's plate is 43 feet from home plate.
- Fields will be marked with a circle surrounding the pitcher's mound, 8 feet in radius/ 16 feet in diameter.

EQUIPMENT

- Players are allowed to wear metal cleats
- 12-inch softball

GAME DURATION

- No new inning after one hour and 30 minutes or maximum six innings, whichever comes first.
- Each team will be allowed maximum 5 runs per team / per inning, or 3 outs, whichever comes first. Starting in the 6th inning maximum runs are unlimited.
- MERCY RULE (10-Run Rule): If a team is leading an opponent by at least ten runs
- after four or more complete innings, or after three-and a-half innings, if the home team has the ten-run lead, the game shall be terminated.
- Score and standings will be kept.

PITCHING

- Unlimited pitching per pitcher.
- Player Pitcher: The pivot foot must be in contact of the pitcher's plate to begin deliver. The non-pivot foot may be in contact with or behind the plate and allows the pitcher to step back with the non-pivot foot, providing that the step-back begins prior to starting the pitch by separating the hands. The pivot foot is the right foot for a right-handed pitcher, left foot for a left-handed pitcher. **Penalty:** 1st time warning all others will be a ball.
- As soon as a pitcher delivers one pitch to a batter the pitcher shall be considered as having pitched in one inning.

PITCHER RE-ENTRY RULE: The starting pitcher may be removed as a pitcher and moved to a different defensive position and then return to pitching only once per game. The starting pitcher must remain in the game to qualify for re-entering as a pitcher. This rule only applies to the starting pitcher; no other pitcher may be removed as a pitcher and return to pitching later in the same game.



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PLAYING RULES

1. CONTINUOUS BATTING ORDER: Regardless of defensive play. The batting order is established by the manager on the line-up sheet given to the home team's official scorekeeper. The line-up sheet must list all players that are present.
2. MUST PLAY RULE: Each player listed on the game roster will play every other inning on defense. **Penalty:** Upon notification to the umpire by the opposing manager, the manager in violation will be ejected for the remainder of this game.
3. NO LEADING OFF: A runner must stay in contact with the base until the pitcher releases the ball. **Penalty:** Umpire's judgment, if the runner left before the ball was released, the runner is out. Ball is called dead.
4. FREE SUBSTITUTION APPLIES.
5. HESITATION RULE: The ball is in control of the pitcher in the circle, a runner may not hesitate. She must either go forward or return to the previous base.
6. BUNTING is allowed. Squeeze bunting is allowed (runner on third).
7. DROPPED THIRD STRIKE: The ball is live. The batter and runners may advance at their own risk.
8. INFIELD FLY RULE: In effect
9. PINCH RUNNERS: A pinch runner may only be used for the following reasons:
 - Catcher on base with 2 outs. This is to speed up the game.
 - A batter/runner is injured on a play and in the umpire's judgment needs a pinch runner.
 - In all these cases, the last out will be used to pinch run.