Coachella Valley Wide

SOFTBALL RULES of PLAY

GENERAL RULES OF PLAY

(These rules shall be in effect in all divisions)

Background.- These rules were created by a cooperative effort between the Pony Affiliated Leagues within the Coachella Valley. They have been ratified by the Board of Directors from;

1. Coachella Baseball and Softball Association
2. Indio Youth Sports Association
3. La Quinta Youth Sports Association
4. Palm Desert Youth Sports Association
5. West Valley Youth League
6. Palm Springs Youth League

Order Of Rules.- Rules of play are an amendment to the most current, published version of "Pony" and supersede PONY rules. If a topic is not covered in these rules, refer to the PONY rule book.

Managers and Coach Selection.-

1. Managers coaching staff and dugout volunteers shall undergo and pass a criminal background investigation.
2. Managers shall select and be personally responsible for the conduct of their coaching staff and dugout volunteers during team activities.
3. Managers, coaching staff and dugout volunteers shall be issued and wear a current League issued ID. The ID shall be displayed above the waste on their outer most layer of clothing during all team activities.
4. The League reserves the right to deny or revoke access to teams without cause.
5. Managers are required to attend an annual meeting held by their League.

Ethics and Sportsmanship Rules.-

1. Managers shall refrain from running up the score and/or demeaning a weaker opponent.
2. Throwing any item in anger shall result in ejection from the game.
3. Any participant that is ejected from a game for any reason **must leave the premises** and shall not be permitted to participate in at least one additional game. Each League Board of Directors reserves the right to further disciplinary action as they deem fit.
4. The use of foul language shall result in a **three game suspension** for all adults and immediate ejection for two games for players.
5. Any individual deemed caustic, abrasive or detrimental the philosophy and goals of the program shall be removed from involvement. Each League Board of Directors reserves the right to remove individuals from the program without cause.
6. Coaches shall behave as mentors to all participants regardless of the age, division or league.
7. All volunteers are reminded to conduct themselves in a manner deemed appropriate when working with children.

General Rules of Play.-

1. **Bats. -** Only bats labeled as "**Official Softball"** and/or **"ASA Approved"** shall be used.
2. **Minimum Players. -** A minimum of eight (8) players must be present for each team to start a game. If eight players are not present a fifteen minute grace period shall be given from the scheduled start time prior the umpire determining the game is a forfeit. Teams must finish with nine players unless a player becomes ill or injured. At the desecration of the coaches, umpire or onsite Director, the game may still be played. Coaches may "loan" players to the other team to facilitate the game. If it is decided that the game will be played, the umpire shall remain and call the game. This rule does not apply during tournaments.
3. **Standard Pitching Rules.-**
    a. A part of the toe must be in contact with the pitching rubber (pitching plate) when the pitching motion is started. The pitcher may rock backwards by moving the back foot so long as the back foot first movement is toward the pitching plate.
    b. A player removed from the pitching position may return to that position later in the same game so long as they still have eligible innings available. This may occur only once per game.
    c. Once the pitcher enters the 8' pitching circle (whether marked or not) all runners must proceed to the nearest base. Runners shall not fake one way or the other. If a runner fakes the direction of travel while the pitcher has the ball and is in the pitching circle, the runner shall be out.
2. **Slide, Surrender, Avoid or Retreat.** - The base runner shall slide in a direct path to the base, surrender to the out, attempt to avoid a collision if possible or retreat to the previous base if a defensive play is near that base and there is an immediate potential of a collision in the opinion of the umpire. Failure to do so shall result in the runner being called out. If in the umpire's judgment, the runner attempts malicious contact with the base player the base runner shall be ejected from the game. There shall be no "wing span or hook slides" allowed in an attempt to collide with the defensive player.
4. **Must Play.-**
    a. **Offence** - All players shall be placed in the batting line up. In the event of an injury to a player the offensive line up for that team shall be adjusted by eliminating the injured player's position. The injured player shall not be permitted back into the lineup for the remained of the game. This applies to the regular season and tournament play alike.
    b. **Defense -** Each player shall play at least six (6) consecutive defensive outs. This applies to the regular season and tournament play alike.

8U - PINTO RULES OF PLAY

1. **Game Ball.-** The 10" yellow or white safety ball shall be used.

2. **Leading off & Stealing.-** Base runner may lead off after ball leaves pitcher's hand. Base runners shall be **NOT** permitted to steal.

3. **Maximum Runs per Inning.-** There shall be a maximum of five runs scored per inning except in the sixth inning which shall be open.

4. **Dropped Third Strike.-** The dropped third strike rule shall not be in effect.

5. **Pinto Pitching.-**

    a. The pitching distance shall be 30'
    b. The pitcher shall be removed if they hit 2 batters in an inning or 3 batters during the game.
    c. The following previsions shell be in effect during **winter season** and for **spring season until April 15.**
        i. There shall be no walks.
        ii. When the batter's count reaches 4 balls, the coach pitcher shall enter and pitch from the pitching rubber.
            1. The strike count shall remain.
            2. The coach pitcher shall pitch a maximum of 3 pitches
            3. Each pitch shall count as a strike.
            4. The batter is out on third strike unless the ball is fouled off.
            5. The batter can continue to foul off pitches.
            6. Maximum 2 innings per pitcher per game, 1 pitch is 1 inning.

6. **Batters' Helmet.-** All batters shall be required to wear a helmet that covers both ears and is equipped with a facemask.

7. **Game Time.-** Regulation games shall be six innings in duration however no new inning shall start after **1:30 min**.

10U - MUSTANG RULES OF PLAY

1. **Game Ball.-** The 11" yellow or white ball shall be used.

2. **Leading Off & Stealing.-** Base runner may lead off after pitcher releases the pitch. Base runners shall not be permitted to steal bases until the ball is released by the pitcher.

3. **Maximum Runs per Inning.-** There shall be a maximum of five runs scored per inning except in the sixth inning which shall be open.

4. **Line Up.-** per pony

5. **Dropped Third Strike.-** The dropped third strike rule shall be in effect.

6. **Mustang Pitching.-**

    a. The pitching distance shall be 35'
    b. The pitcher shall be removed if they hit 2 batters in an inning or 3 batters during the game.
    c. There shall be walks.
    d. Pitchers pitch maximum of 3 innings, 1 pitch is 1 inning.

7. **Batters' Helmet.-** All batters shall be required to wear a helmet that covers both ears and is equipped with a facemask.

8. **Game Time.-** Regulation games shall be six innings in duration however no new inning shall start after 1:30 min.

12U - BRONCO RULES OF PLAY

1. **Game Ball.-** The 12" yellow or white ball shall be used.

2. **Leading Off & Stealing.-** Base runner may lead off after pitcher releases the pitch. Base runners shall not be permitted to steal bases until the ball is released by the pitcher.

3. **Maximum Runs per Inning.-** There shall be a maximum of 6 runs scored per inning except in the 7 inning which shall be open.

4. **Line Up.-** per pony

5. **Dropped Third Strike.-** The dropped third strike rule shall be in effect.

6. **Bronco Pitching.-**

    a. The pitching distance shall be 40'
    b. The pitcher shall be removed if they hit 2 batters in an inning or 3 batters during the game.
    c. There shall be walks.
    d. Pitchers pitch maximum of 4 innings per game, 1 pitch is 1 inning.

7. **Batters' Helmet.-** All batters shall be required to wear a helmet that covers both ears and is equipped with a facemask.

8. **Game Time.-** Regulation games shall be 7 innings in duration however no new inning shall start after 1:30 min.

9. **Infield Fly Rule.-** The infield fly rule is in effect.

14U - PONY RULES OF PLAY

1. **Game Ball.-** The 12" yellow or white ball shall be used.

2. **Leading Off & Stealing.-** Base runner may lead off after pitcher releases the ball. Base runners shall not be permitted to steal bases until the ball is released by the pitcher.

3. **Maximum Runs per Inning.-** There shall be a maximum of 6 runs scored per inning except in the 7th inning which shall be open.

4. **Line Up.-** per pony

5. **Dropped Third Strike.-** The dropped third strike rule shall be in effect.

6. **PONY Pitching.*-**

    e. The pitching distance shall be 43'
    f. The pitcher shall be removed if they hit 2 batters in an inning or 3 batters during the game.
    g. When the Bronco and Pony Divisions are combined, the Pony pitching rules shall be used.

7. **Batters' Helmet.-** All batters shall be required to wear a helmet that covers both ears and is equipped with a facemask.

8. **Game Time.-** Regulation games shall be 7x innings in duration however no new inning shall start after 1:30 min.

9. **Infield Fly Rule.-** The infield fly rule is in effect.