

2020 Softball Interlocking League Rules

Shetland T-Ball

- No new inning can start after 55 minutes, but the inning in progress when time expires will be completed UNLESS the home team is batting and ahead, then the game will be called
- Grace time to have eight (8) players present to start the game is 15 minutes for the first game of the day. The game clock will start on time and all grace time will be deducted from actual game time.
- TIE games will be called when time has expired and inning in progress is completed
- Five run limit per inning or three outs thru four complete innings. Unlimited runs *after the fourth* inning. Ten (10) run mercy rule after three innings (2 ½ if home team is ahead)
- All players present at the start of game will bat in rotation. Players arriving late will be moved to the bottom of the batting lineup and will not count as an out.
- Home team will furnish a 11" softball as required by Pony rules, white is ok for interlock play, but high visibility yellow recommended
- Participation rules (2 innings defensively and 1 at bat) recommended but individual league guidelines apply
- All other standard Pony Softball rules apply. There are NO protests in interlock play.
- Games can start with eight (8) players to avoid forfeits, but if a team falls below eight players, the game will be called a forfeit. The missing 9th player *will not* be considered an out.
- Scorebooks: each team will bring their own scorebooks for game recording. Host league will furnish the official site scorebook. Officials sign official book after each game.
- Scorekeeping: The home team shall provide a scorekeeper for the official book; the visiting team will provide a parent to operate the scoreboard, if any.
- No changes will be considered without 48 hours advance notice. All forfeits will be logged in scorebooks as a forfeit and be deducted from required 12 games.
- 4:00 pm deadline Monday thru Friday and 7:30am deadline for Saturday games will apply to notify officials concerning cancellations caused by weather. After these deadlines, if games called for weather, officials would be paid for first game only and second game only if second has started.
- *Players will be allowed to size up ball once placed on tee UNTIL April 18th* After that it will counts as a strike
- Two defensive coaches are allowed in the field to direct the defense. Must stay behind the base path. Effective May 1, regardless of games played, defensive coaches will not be allowed on the field of play.
- One offensive coach will be allowed to assist the batter in the box until April 18th.



2020 Softball Interlocking League Rules

Pinto Coach pitch

- No new inning can start after 55 minutes, but the inning in progress when time expires will be completed UNLESS the home team is batting and ahead, then the game will be called
- TIE games will be called when time has expires and inning in progress when time expires is completed
- Grace time to have eight (8) players present to start the game is 15 minutes for the first game of the day. The game clock will start on time and all grace time will be deducted from actual game time.
- Five run limit per inning or three outs thru four complete innings. Unlimited runs *after* fourth inning. Ten (10) run mercy rule after three innings (2 ½ if home team is ahead)
- All players present at start of game will bat in rotation. Players arriving late will be moved to the bottom of the batting lineup and will not count as an out.
- Each batter gets 4 pitches. Pitching distance is 40ft as per Pony rules.
- Home team will furnish a 11" softball as required by Pony rules, white if for interlock play, but high visibility yellow recommended
- Participation rules (2 innings defensively and 1 at bat) recommended but individual league guidelines apply
- All other standard Pony Softball rules apply. There are NO protests in interlock play.
- There will be NO INTENTIONAL WALKS in Interlock play in Pinto
- Games can start with eight (8) players to avoid forfeits, but if a team falls below eight players, the game will be called a forfeit. The missing 9th player *will not* be considered an out.
- SCOREBOOKS: each team will bring their own scorebooks for game recording. Host league will furnish the official site scorebook. Officials sign official book after each game.
- No changes will be considered without 48 hours advance notice. All forfeits will be logged in scorebooks as a forfeit and be deducted from required 12 games.
- 4:00 pm deadline Monday thru Friday and 7:30am deadline for Saturday games will apply to notify officials concerning cancellations caused by weather. After these deadlines, if games called for weather, officials would be paid for the first game only and second game only if the second has started.

2020 Softball Interlocking League Rules

Mustang-Bronco-Pony Fastpitch

- No new inning can start after 80 minutes, but the inning in progress when time expires will be completed UNLESS the home team is batting and ahead, then the game will be called
- TIE games will be called when (a) time has expired (b) inning in progress when time expires is completed
- Grace time to have eight (8) players present to start the game is 15 minutes for the first game of the day. The game clock will start on time and all grace time will be deducted from actual game time.
- Mustang, Bronco and Pony FastPitch will bat their rosters in rotation and have free substitutions with exception to pitchers who must report to officials and are subject to Pony rules regarding re-entry as a pitcher.
- Five run limit per inning or three outs thru four complete innings. Unlimited runs *after the fourth* inning. Ten (10) run mercy rule after three innings (2 ½ if home team ahead)
- Any player in the lineup who has been removed or is absent for any reason will be skipped over in the batting rotation and will NOT count as an out.
- Intentional WALKS are allowed in PFP only as per standard Pony Rules.
- Home team will furnish a 11" or 12" softball as required by Pony rules, white if for interlock play, but high visibility yellow recommended
- Participation rules (2 innings defensively and 1 at bat) recommended but individual league guidelines apply
- All other standard Pony Softball rules apply. There are NO protests in interlock play.
- Games can start with eight (8) players to avoid forfeits, but if a team falls below eight players, the game will be called a forfeit. The 9th player *will not* be considered an out
- SCOREBOOKS: Each team will bring their own scorebooks for game recording. Host league will furnish the site scorebook. Officials to sign official book after each games
- Schedule Changes no changes will be considered without 48 hours advance notice. All forfeits will be logged in scorebooks as a forfeit and be deducted from required 12 games.
- 4:00 pm deadline Monday thru Friday and 7:30am deadline for Saturday games will apply to notify officials concerning cancellations caused by weather. After these deadlines, if games called for weather, officials would be paid for the first game only and second game only if the second has started.
- Pony Fastpitch (PFP) 14U players ONLY are allowed to wear metal cleats