

Softball Rules and Structure



Contents

- CPYL 3
 - Sportsmanship 3
 - Park Regulations 3
 - League Age 3
 - Seasons 4
- Parents and Players 4
 - Registration 4
 - Uniforms 4
 - Equipment 4
 - Parent Responsibilities 4
- Managers and Coaches 5
 - Eligibility and Selection 5
 - Duties and Responsibilities 5
- Teams 6
 - Player Selection 6
 - Player Protections 6
 - Skills Assessment 6
 - Drafting Process 6
 - Player Trades 7
 - Post-Draft Roster changes 7
 - Post Season Play 7
 - Team Practices 7
- Softball Structure & Rules 8
 - Pony Softball / League Rules 8
 - League Rules: Game Administration (all age divisions) 8
 - League Rules: Shetland 6U (4 to 6 year olds) 9
 - League Rules: Pinto 8U (7-8 year olds) 11
 - League Rules: Mustang 10U (9-10 year olds) 12
 - League Rules: Bronco 12U (11-12 year olds) 13
 - League Rules: Pony14U (13-14 year olds) 14
 - Softball Committee 15
- Revision History 15

CPYL

Cedar Park Youth League (CPYL) is a non-profit organization run by volunteers that has been providing youth in the Cedar Park area an opportunity to play softball and baseball at a variety of skill levels for more than 25 years. Our mission is to support the local community by providing a facility and structure for organized baseball and softball; allowing our kids, parents and coaches to play, learn and grow in a safe environment.

Sportsmanship

The purpose of CPYL is to help boys and girls to become good citizens. CPYL strives to inspire them with goals and to enrich their lives toward the day when they take their place in society. It establishes for them the fundamentals of teamwork and play. The Board of Directors will look with utmost disfavor upon such activities by managers and coaches as instructing unsportsmanlike behavior, players using negative “cheers” targeting their opponent’ players, and other activities that would be considered unsportsmanlike.

The principles of CPYL Baseball and Softball involve much more than just winning, and the Board expects those principles to be adhered to by managers, coaches, players and parents at all times.

Park Regulations

The use of drugs, alcoholic beverages or smoking within the facilities of CPYL (including the parking lots) will NOT be tolerated, and will be grounds for immediate removal from the premises by a league official.

The use of profanity, abusive language, loss of temper or abuse of equipment will NOT be tolerated and will be grounds for immediate removal from the premises by an umpire or league official.

The “No Tolerance Policy” is in effect at all times. All visitors to CPYL facilities must adhere to all posted signs and comply with any requests from the board member on duty.

No pets are allowed on the CPYL park premises, regardless of size.

Do not park in marked fire zones at any time.

If necessary, the Cedar Park Police Department will be contacted to aid in enforcement of all laws and city ordinances pertaining to governing the use of drugs, consumption of alcoholic beverages, smoking or violation of the “No Tolerance Policy” on park premises and practice fields.

League Age

A player’s soft league age is determined by how old she was or will be on a specific date. For the Spring season, softball league age is based on the player’s age as of **January 1 of the current calendar year**. For the Fall season, softball league age is based on the player’s age as of **January 1 of the next calendar year**.

Seasons

Fall Season generally runs from August to October. There will typically be 8 games, scheduled for once a week, primarily on weeknights. Some Saturday or Sunday games may be needed for inter-league games, rain-outs, or tournaments. Fall teams usually have 2-3 outings per week (for example, 2 practices and 1 game). Standings are not kept in fall.

Spring Season generally runs from March to May. There will typically be 12 games, scheduled for up to twice a week, Monday through Saturday. Some Sunday games may be needed for rain-outs or tournaments. Spring teams usually have 3-4 outings per week (for example, 2 practice and 2 games).

In both seasons, there are typically two games played per weekday night on each field, with the first game starting no earlier than 6:00 PM and the second starting at 7:15 PM, 7:30 PM, or 7:45 PM (depending on age division).

Cancelled or suspended game will be rescheduled as soon as possible. Information concerning rescheduled games will be found on the web page cpyl.org. Rainouts will be determined by the Board Member on Duty (BMOD) and posted by 5:00 PM on weeknights and 9:00 AM on weekends. Though every effort will be made to make up rainouts, ***it is possible that some games may not be made up due to logistical constraints.***

Parents and Players

Registration

Fall Ball registration begins in June/July; Spring Ball registration begins in November/December. Information and registration deadlines will be posted at www.cpyl.org. Children must be registered in our league to be covered by our league insurance. This insurance will carry over to any league-approved tournaments outside our facility (to cover players participating in All Star tournaments and to cover CPYL Select teams that travel to other area parks for games/tournaments), upon approval of the Operations committee.

Uniforms

A uniform shirt and socks are provided by the league as part of the registration fee. Team Managers will typically coordinate selection of pants or shorts and belts, to be purchased at additional cost.

Equipment

Players will provide their own batting helmets, bats, and gloves. Batting helmets must have a front face cage. Rubber cleats are recommended. Metal cleats may only be used at 14U Pony. Players may elect to use their own fielders masks at any fielding position.

Parent Responsibilities

All parents agree to follow the No Tolerance Policy and promote sportsmanship. The Board of Directors looks to all parents and players to take an active role in maintaining and supporting the league and the facilities.

Managers and Coaches

Eligibility and Selection

Anyone interested in being a Team Manager must register and fill out a Managers Application form located on the CPYL web site www.cpyl.org before the determined deadline. All applicants must agree to a background check. The Softball Committee reviews candidates and will make recommendations to the Board of Directors for final approval prior to the start of the season. The committee makes manager selections based on years of coaching and/or playing experience; prior experience at CPYL (coaching, meeting commitments, and/or volunteer work); current standing within the league (including review of any outstanding issues or parent feedback); and general knowledge of / ability to coach the game.

Manager applicants with children currently playing in the league within the age group requested will be given first consideration, however you do not have to have a child playing in the league to be considered.

Anyone interested in being a Coach or Assistant Coach must register and fill out a Volunteer Application form on the CPYL website. The Team Manager selects assistant coaches. Most teams carry one manager and 3 coaches (the league provides a uniform shirt and cap for up to 4 adults per team).

All managers and coaches must be at least 18 years old. Persons younger than 18 may assist at team practices, but may not be on the field during games.

Duties and Responsibilities

All Team Managers agree to abide by all league rules, including the “No Tolerance Policy”. Team Managers also agree to participate in all mandatory manager-level activities established by the league, including training sessions, meetings, clinics, field days, and regular season / All-Star season drafts. Managers are expected to support and promote all league activities such as fund-raisers within their teams.

Coaches and Assistant Coaches agree to abide by all league rules including the “No Tolerance Policy”. Coaches and Assistants also agree to participate and support team-level activities requested by the league, including meetings, clinics, and field maintenance events.

It is the Team Manager’s responsibility to ensure that team duties such as park / field maintenance and concession duty are fulfilled. Following games and practices, Team Managers must ensure that equipment is returned to storage sheds as appropriate, and the playing field and dugouts are cleared of trash. If these duties are not covered, the Manager is subject to suspension and the team is subject to forfeiture of games. It is suggested that the Team Manager recruit and schedule team parents to help fulfill these team duties.

Teams

Player Selection

Player selection is completed through a Draft System. Softball Operations Committee may adjust the number of players on a team to accommodate total number of player or manager applications. No player is allowed to be on the roster of two CPYL sponsored teams at the same time. Temporary substitutions may be allowed by authorization of the Commissioner. CPLY players and teams are allowed to pool together to play in open tournaments, subject to the individual rules of those tournaments. Selection of players for a CPYL-sponsored “Select” level team is the responsibility of the Select Team Manager, and is not subject to the league draft process. Select Managers should submit their entire roster to the Commissioner prior to the skill assessment.

Player Protections

Team Managers will be allowed to protect up to 6 players. These players are not subject to the draft process, and do not participate in Skills Assessment. The intent of player protection is to allow a Team Manager to “protect” (i.e. provide a guaranteed space for) his/her own child, plus children of his/her assistant coaches. Player protects must have parent approval, and must be submitted to the softball commissioner prior to the scheduled Skills Assessment date. Forms turned in after Skills Assessment will not be accepted. All protected players must be registered with the league prior to the submission of the protection form.

Skills Assessment

Skills Assessment will be held on a date specified by the Board and published at cpyl.org. During Skills Assessment, players will be given an opportunity to hit, run, field, throw and catch. All players are encouraged to participate for the benefit of themselves and the league. Players that do not participate in Skills Assessment can only be drafted in the blind hat draft process. Players listed on a team protection list should not participate in the Skills Assessment.

Drafting Process

- Managers will be provided a list of players that participated in the skills assessment.
- Only 1 representative (manager or his/her designee) from each team may participate.
- Selection order will be random (based on pulling a number from a hat).
- The draft will be a “snake draft”: first to last, then last to first.
- Each manager will be given 1 minute to make a selection.
- Manager should announce the player’s “draft number” and name when making a selection.
- Protected players will be placed in the first slots; if 6 players are protected they will represent the first 6 picks for that team. Manager’s daughter will be taken as 1st protect.
- Managers that do not attend Field Day will lose 7th pick and take 2 picks in the 9th round.
- Players that do not attend skills assessment are not eligible for the traditional draft, and will instead be assigned to teams using a true blind draft (managers pull numbers from a hat).
- Players that register after the draft will be added to the next team slated to pick a player.
- The Softball Commissioner may request personnel changes prior to the start of league play if it is in the best interest of the player and the league.

Player Trades

Managers may trade players immediately following the draft. The Softball Commissioner must approve trades and update the roster sheets. The Softball Commissioner may request player changes if it is in the best interest of the player and the league.

Post-Draft Roster changes

Once the draft has been completed and any trades approved by the Commissioner, the roster will be considered final. This will be the team roster for the entire season; any changes to the roster must be approved by the Commissioner. In the event that a player is lost for the season (e.g. due to injury), it is up to the Commissioner to approve any additions to the roster. In most cases, unless a team falls below 9 players for 12U and 14U or below 10 players for 6U, 8U, 10U, it is likely that no players will be added to the roster.

Post Season Play

Post-season play is only applicable in the Summer season. Prior to the end of the Spring season, All-Star teams will be formed to participate in Summer Pony Tournaments. Players that are league-age 4 are not eligible. Expenses are paid by the players, and will include uniforms and tournament fees. Players can expect to pay \$150 or more to participate, depending on team's election of equipment and uniforms. Fees are paid prior to announcement of the All-Star team; and are considered non-refundable.

Players will be selected onto All-Star teams in a voting process by the managers of each of the teams in the age division. Players will declare themselves eligible in late April, which confirms to the league that they will be available to play softball during the summer months, and that they understand that the player pays all expenses for All-Stars. In some instances, eligible players may be asked to try-outs, to help managers better assess the player's talent level.

The Softball Committee will approve/select the managers of the All-Star teams, taking into consideration team standings in the spring season, managers' ability to fulfill their duties in the current season, and commitment to fulfill their duties in the All-Star season. The manager in each division whose team clinches 1st place in spring will get first consideration to be selected unless there are extenuating circumstances.

Team Practices

The Team Manager sets practice times, dates, and location. Team practices may not be held unless two adults are present. Typically, teams have 3-4 outings per week including games during the spring and 2-3 outings in the fall. Practice time on CPYL game fields must be scheduled through the Softball Commissioner. Teams wishing to use LISD school fields must request use from the LISD Resource Manager. Contact the Softball Commissioner for further information and lists of available fields.

Softball Structure & Rules

Pony Softball / League Rules

All age divisions abide by the rules and regulations set forth by *Pony Softball* (pony.org). Some rule changes and exceptions (“league rules”) have been established for CPYL and are outlined below.

Certain softball rules and regulations have been modified by the CPYL Board of Directors for the betterment and/or safety of the program. These league rules are outlined in this document. The Board of Directors and/or Softball Committee may publish additional rules at the beginning of each season.

For inter-league play, host-league rules are in effect. For tournaments hosted at CPYL, the tournament director is responsible for setting forth rules and establishing any variation from CPYL league rules. If no alterations are stated, CPYL league rules are in effect.

League Rules: Game Administration (all age divisions)

Umpires

The league provides paid umpires for games at all levels. Umpires are in full charge of the game and are entitled to respect at all times from managers, coaches, players, parents and visitors. Disorderly conduct from a manager, coach, player, parent or visitor may result in an ejection, at the umpire’s discretion. Any person ejected must leave the park immediately. Failure to do so will result in the local police being contacted to have the person escorted out of the facility. If an umpire ejects a manager or a coach, they may not be eligible to participate in future games. The Board of Directors may suspend any person who verbally or physically contacts an umpire or league official in an abusive fashion from attendance in future games (refer to the CPYL No Tolerance policy).

Infield warm-ups before games

Each team may take 5 minutes of infield practice, if time allows, prior to the start of a game. The Visiting Team will be allowed to take infield practice first, followed by the Home Team. Infield practice is a privilege and may be revoked or shortened at the umpire’s discretion due to field conditions and time constraints.

Batting cages before games

One hour prior to game start time, the Visiting Team gets priority in the batting game for 25 minutes of warm-ups. 35 minutes prior to game start time, the Home Team gets priority in the cages for 25 minutes of warm-ups.

Softball has priority on the cages between the Diamond and Wrigley fields. These cages are assigned according to the previously stated time guidelines, one to the teams playing on Diamond Field and one to the teams playing on Little Field. There are double cages located past the outfield fence of Ebbets field. The cage closest to the field is the priority of the teams playing on that field, and is assigned according to the previously stated time guidelines. The cage on the outside (furthest from the field) will be considered to be on a first come, first served basis.

Please do NOT allow players to take ‘practice swings’ outside the cage. There are many kids walking around the cages during game times, and this poses a safety risk. It is the responsibility of the team managers and coaches to enforce all cage safety guidelines.

Game Administration Rules (all age divisions)

- 1) Home Team takes the third base dugout, keeps official book.
- 2) Team must have a minimum of 7 players at the scheduled game time, otherwise it is a forfeit.
- 3) If a team falls short of players, the manager can use “pickup players” to achieve a roster of 9 (borrowing team cannot have any players on the bench); however no more than 2 pickup players can be used on a roster per game. Pickup players play outfield only (rotation rules do not apply), and must be placed at the bottom of the batting lineup. Pickup players must be currently registered CPYL rec-level players, from within the same age division or below.
- 4) Players showing up late may be added to the bottom of the batting lineup. No outs will be recorded due to lack of players in the 8+ spots.
- 5) No player may sit out more than 1 inning unless due to injury or discipline issue.
- 6) If a player must leave a game for any reason that results in her missing her at-bat, the umpire and the other team must be notified prior to the at-bat. No out will be recorded for missing an at-bat, however the player may not re-enter the game offensively or defensively.
- 7) Tie games
 - a) FALL and SPRING: If there is time left on the clock, the International tiebreaker will be played for 1 inning (last recorded out goes to second with 0 outs, 5 run maximum for the inning). If there is no time on the clock, the game is recorded as a tie.
- 8) If the time limit has been reached or either team is mathematically out of the game, the game should be called if doing so will avoid delaying other games.
- 9) The Commissioner can alter or grant deviations from the above rules if it is deemed to be in the best interests of the league, the players, or the teams. Both team managers and the home plate umpire must be notified of any alteration or deviation before the first play of the game.
- 10) Home plate umpire has final ruling.
- 11) Any disputes that arise during a game must be taken up with a CPYL Board Member on Duty before the conclusion of the game.
- 12) Failure to comply with any of the rules stated herein may result in manager suspension or team forfeit of game(s).**

League Rules: Shetland 6U (4 to 6 year olds)

This is the introduction to softball, also referred to as tee ball or 6U division. Girls range from 4 to 6 years of age. Four year olds can play during the regular season, but are not eligible to play on post-season all-star teams. In addition to the rules in the “Game Administration” section of this document, the following rules apply.

| | |
|-------------------|---|
| Player league age | 4 years to 6 years |
| Ball size | 11” |
| Base distance | 55 ft |
| Pitching | Not applicable; a batting tee is provided |
| Game time | 60 minutes; no new inning after 55 min (can complete the inning) |
| Runs per inning | FALL/SPRING: 4 in the first 5 innings, 10 in the 6 th + |
| Run rule | Lead by 10 runs after 4 th inning, or mathematically out |

- 1) All defensive infielders are required to wear a protective facemask.
- 2) All players on the team’s roster will be used as defensive players each inning, with the extra player(s) playing the outfield.
- 3) Outfielders must be no closer than 5 feet behind the base line when the ball is pitched.

- 4) No "infield fly" rule.
- 5) Rotation rules:
 - a) All players must play an infield position for 2 full innings before the start of the 5th inning. The only exception is if the manager & player's parent consensually agree that the child is a safety risk.
 - b) Any one player may not play more than 3 innings in any one position, and cannot play any one position more than two consecutive innings consecutively. For example, a player could be catcher for the 1st and 2nd innings, but must then play a different position or sit out during the 3rd inning. She could re-enter in the catcher position during a 4th or later inning, but could not exceed 3 innings total as catcher.
- 6) Pitchers:
 - a) Pitcher is required to wear a protective face mask.
 - b) Pitcher must start with one foot on the pitching rubber when the batter swings the bat. Pitcher must make a pitching motion towards the plate prior to the batter batting the ball; Umpires will call "pitcher pitch", "batter bat" to indicate the start of play.
 - c) Pitcher must throw the ball to first base and home plate. The pitcher may not tag a batter/runner going to first or home unless in the judgment of the umpire it would resemble a "real" softball play. *This is a judgment call by the umpire.*
- 7) Catchers:
 - a) Teams must field a catcher if there are at least 10 defensive players. If a team has only 9 defensive players, the catcher position does not have to be filled.
 - b) A catcher's helmet or batting helmet with face cage and a chest protector must be worn.
- 8) Third base player is required to wear a protective face mask.
- 9) Teams must bat entire roster.
- 10) Each batter gets 3 swings off the tee. If the third swing results in a foul ball or a miss, batter is out.
- 11) Bunting is not allowed. If, in the umpire's opinion, the ball is intentionally bunted, the ball will be called a dead ball and the batter will be called out; no runners may advance.
- 12) One warning will be given to a player throwing the bat. Next thrown bat by the same player will be called an out. The ball will be ruled as a dead ball and no runners may advance.
- 13) Players may not lead off or leave the base prior to ball being hit. Leaving early will result in the runner being called out.
- 14) No head first slides. A player sliding headfirst will be called out.
- 15) Contact between runners and fielders should be avoided. If contact is judged to be initiated by the runner, the runner will be called out. Intentional or malicious contact in the umpire's opinion can result in an ejection of the player.
- 16) The play is dead when the ball is under control in the infield by an infield player, and the lead runner hesitates or stops forward progress. *This is a judgment call by the umpire.*
- 17) Any runner advancing to a base in a force situation may advance only one additional base at her own risk if the defense attempts a putout that results in an "overthrow". One base per attempt/overthrow.
- 18) Coaches:
 - a) Up to two defensive coaches may be used in the outfield in all regular season games.
 - b) A defense coach that touches a player or ball during a live play will result in a dead ball, all base runners advance by 2 bases.
 - c) Other than base coaches, offensive coaches must be next to or inside dugout.
 - d) Coaches are responsible for removing the tee during a play at home plate. If the tee is involved in a play at home plate, the ball will be called "dead" and the batter will be called out.

League Rules: Pinto 8U (7-8 year olds)

The Pinto is also referred to as the "coach pitch" or 8U division. In addition to the rules in the "Game Administration" section of this document, the following rules apply.

| | |
|-------------------|---|
| Player league age | 7 years to 8 years |
| Ball size | 11" |
| Base distance | 55 ft |
| Pitching | 40 ft (coach-pitch) |
| Game time | 60 minutes; no new inning after 55 min (can complete the inning) |
| Runs per inning | FALL/SPRING: 4 in the first 5 innings, 10 in the 6 th + |
| Run rule | Lead by 10 runs after 4 th inning, or mathematically out |

- 1) All defensive infielders are required to wear a protective face mask.
- 2) Ten players will be used as defensive players each inning, with the 10th player in the outfield.
- 3) Outfielders must be no closer than 5 feet behind the base lines when the ball is pitched.
- 4) No "infield fly" rule.
- 5) Rotation rules:
 - a) All players must play an infield position 2 full innings each game before the start of the 5th inning. The only exception is if the manager & player's parent consensually agree that the child is a safety risk.
 - b) Any one player may not play more than 3 innings in any one position, and cannot play any one position more than two consecutive innings consecutively. For example, a player could be catcher for the 1st and 2nd innings, but must then play a different position or sit out during the 3rd inning. She could re-enter in the catcher position during a 4th or later inning, but could not exceed 3 innings total as catcher.
- 6) Pitchers:
 - a) Coach pitchers pitch underhand to his/her own team.
 - b) Coach pitcher must start with both feet on the pitching rubber.
 - c) FALL: Coach pitcher standing in pitching circle may speak to a batter, prior to a pitch. May give *brief* coaching instruction, so long as it is not deemed by the umpire to be disruptive or to use an unreasonable amount of time. SPRING: Coach pitcher is considered a pitching machine, and cannot talk to batters or runners when on the field, with the exception that a coach pitcher *may* tell a runner to slide at home.
 - d) Coach pitcher should remove bats from the home plate area.
 - e) Coach pitcher should exit the field when batter contacts the ball, avoiding the play. A ball that hits a coach pitcher will be called a dead ball / no pitch, runners do not advance.
 - f) Player pitcher is required to wear a protective face mask.
 - g) Player pitcher must start with one foot in the pitching mound circle when the ball is pitched.
- 7) Catchers:
 - a) Teams must field a catcher.
 - b) A chest protector, catcher's helmet and catcher's leg guards are required.
- 8) Third base player is required to wear a protective face mask.
- 9) Teams must bat entire roster.
- 10) Batters receive a total of 4 pitches or 3 strikes; whichever comes first. The batter is out if the 3rd strike is a swinging miss.
- 11) Bunting is not allowed. If, in the umpire's opinion, the ball is intentionally bunted, the ball will be called a dead ball and the batter will be called out; no runners may advance.

- 12) One warning will be given to a player throwing the bat. Next thrown bat by the same player will be called an out. The ball will be ruled as a dead ball and no runners may advance.
- 13) Players may not lead off or leave a base prior to ball being hit. Leaving early will result in an out; if the ball is hit, it will be ruled a dead ball “no pitch”, batter returns to the plate with the same count.
- 14) There will be no head first slides. A player sliding headfirst will be called out.
- 15) Contact between runners and fielders should be avoided. If contact is judged to have been initiated by the runner, the runner will be called out. Intentional or malicious contact in the umpire’s opinion can result in an ejection of the player.
- 16) The play is dead when the ball is under control in the infield by an infield player, and the lead runner hesitates or stops forward progress. *This is a judgment call by the umpire.*
- 17) Coaches:
 - a) Up to two defensive coaches may be used in the outfield in up to the mid-point of the season.
 - b) A defense coach that touches a player or ball during a live play will result in a dead ball, all base runners advance by 2 bases.
 - c) Other than base coaches and coach pitcher, offensive coaches must be next to or inside dugout.

League Rules: Mustang 10U (9-10 year olds)

Players pitch using a fast-pitch style. They also incorporate bunting and stealing into the game. In addition to the rules in the “Game Administration” section of this document, the following rules apply.

| | |
|-------------------|--|
| Player league age | 9 years to 10 years |
| Ball size | 11” |
| Base distance | 60 ft |
| Pitching | 35 ft |
| Game time | 75 minutes; no new inning after 70 min (can complete the inning) |
| Runs per inning | FALL: 4 SPRING: 6 in the first 5 innings, 10 in the 6 th + |
| Run rule | Lead by 10 runs after 4 th inning, or mathematically out |

- 1) All defensive infielders are required to wear a protective facemask.
- 2) Defensive players:
 - a. FALL: Ten defensive players will be used, with the 10th player playing the outfield.
 - b. SPRING: Nine defensive players will be used.
- 3) Outfielders must be no closer than 5 feet behind the base lines when the ball is pitched.
- 4) Rotation rules:
 - a. All players must play an infield position for one full inning before the start of the 4th inning, in each game. The only exception is if the manager & player’s parent consensually agree that the child is a safety risk.
 - b. Any one player may not play more than 3 innings in any one position, and cannot play any one position more than two consecutive innings consecutively. For example, a player could be pitcher for the 1st and 2nd innings, but must then play a different position or sit out during the 3rd inning. She could re-enter in the pitcher position during a 4th or later inning, but could not exceed 3 innings total as pitcher.
- 5) Pitchers:
 - a. Pitcher is allowed 5 warm-up pitches each inning.

- 6) Catchers:
 - a. A chest protector, catcher’s helmet and catcher’s leg guards are required.
 - b. Courtesy runners can be used for catchers at any time, and should be used when there are two outs.
- 7) Teams must bat entire roster.
- 8) One warning will be given to a player throwing the bat. Next thrown bat by the same player will be called an out. The ball will be ruled as a dead ball; no runners may advance.
- 9) There will be no head first slides. A player sliding head first will be called out.
- 10) Contact between runners and fielders should be avoided. If contact is judged to have been initiated by the runner, the runner will be called out. Intentional or malicious contact in the umpire’s opinion can result in an ejection of the player.
- 11) Coaches:
 - a. Other than base coaches, offensive coaches must be next to or inside dugout.
 - b. A manager or coach may go onto the playing field to talk to any player a maximum of one time in a half inning while the same player is pitching. More than one trip onto the playing field will require a pitcher change, regardless of which player the coach visits. The only exception to this rule is in case of injury or if time is called by the opposing team or by an umpire.

League Rules: Bronco 12U (11-12 year olds)

The Bronco division is comprised of 11 and 12 year old girls playing standard fastpitch softball. In addition to the rules in the “Game Administration” section of this document, the following rules apply.

| | |
|-------------------|--|
| Player league age | 11 years to 12 years |
| Ball size | 12” |
| Base distance | 60 ft |
| Pitching | 40 ft |
| Game time | 75 minutes; no new inning after 70 min (can complete the inning) |
| Runs per inning | FALL: 4 SPRING: 6 in the first 5 innings, 10 in the 6 th + |
| Run rule | Lead by 10 runs after 4 th inning, or mathematically out |

- 1) Defensive players that play First Base, Third Base and Pitcher are required to wear a protective facemask.
- 2) Nine defensive players will be used.
- 3) Outfielders must be no closer than 5 feet behind the base lines when the ball is pitched.
- 4) Rotation rules:
 - a. All players must play an infield position for one full inning each game, before the start of the 4th inning. The only exception is if the manager & player’s parent consensually agree that the child is a safety risk.
 - b. Any one player may not play more than 3 innings in any one position, and cannot play any one position more than two consecutive innings consecutively. For example, a player could be pitcher for the 1st and 2nd innings, but must then play a different position or sit out during the 3rd inning. She could re-enter in the pitcher position during a 4th or later inning, but could not exceed 3 innings total as pitcher.
- 5) Pitchers:
 - a. Pitcher is allowed 5 warm-up pitches each inning.

- 6) Catchers:
 - a. A chest protector, catcher's helmet and catcher's leg guards are required.
 - b. Courtesy runners can be used for catchers at any time, and should be used when there are two outs.
- 7) Teams must bat entire roster.
- 8) One warning will be given to a player throwing the bat. Next thrown bat by the same player will be called an out. The ball will be ruled as a dead ball and no runners may advance.
- 9) There will be no head first slides. A player sliding headfirst will be called out.
- 10) Contact between runners and fielders should be avoided. If contact is judged to be initiated by the runner, the runner will be called out. Intentional or malicious contact in the umpire's opinion can result in an ejection of the player.
- 11) Coaches:
 - a. Other than base coaches, offensive coaches must be next to or inside dugout.
 - b. A manager or coach may go onto the playing field to talk to any player a maximum of one time in a half inning while the same player is pitching. More than one trip onto the playing field will require a pitcher change, regardless of which player the coach visits. The only exception to this rule is in case of injury or if time is called by the opposing team or by an umpire.

League Rules: Pony 14U (13-14 year olds)

The Bronco division is comprised of 13 and 14 year old girls playing standard fastpitch softball. In addition to the Game Administration rules above, the following rules apply.

| | |
|-------------------|--|
| Player league age | 13 years to 14 years |
| Ball size | 12" |
| Base distance | 60 ft |
| Pitching | 43 ft |
| Game time | 75 minutes; no new inning after 70 min (can complete the inning) |
| Runs per inning | FALL: 4 SPRING: 6 in the first 5 innings, 10 in the 6 th + |
| Run rule | Lead by 10 runs after 4 th inning, or mathematically out |

- 1) Defensive players that play First Base, Third Base and Pitcher are required to wear a protective facemask.
- 2) Nine defensive players will be used. There are free defensive substitutions.
- 3) Outfielders must be no closer than 5 feet behind the base lines when the ball is pitched.
- 4) No rotation rules.
- 5) Pitchers:
 - a. Pitcher is allowed 5 warm-up pitches each inning.
- 6) Catchers:
 - a. A chest protector, catcher's helmet and catcher's leg guards are required.
 - b. Courtesy runners can be used for catchers at any time, and should be used when there are two outs.
- 7) Teams must bat entire roster.
- 8) One warning will be given to a player throwing the bat. Next thrown bat by the same player will be called an out. The ball will be ruled as a dead ball and no runners may advance.
- 9) There will be no head first slides. A player sliding headfirst will be called out.
- 10) Contact between runners and fielders should be avoided. If contact is judged to have been

initiated by the runner, the runner will be called out. Intentional or malicious contact in the umpire’s opinion can result in an ejection of the player.

11) Coaches:

- a. Other than base coaches, offensive coaches must be next to or inside dugout.
- b. A manager or coach may go onto the playing field to talk to any player a maximum of one time in a half inning while the same player is pitching. More than one trip onto the playing field will require a pitcher change, regardless of which player the coach visits. The only exception to this rule is in case of injury or if time is called by the opposing team or by an umpire.

Revision History

| | |
|----------------|--|
| August 2014 | <ul style="list-style-type: none"> • General document formatting refreshed • 6U: added requirement for mask at third base • 8U: added requirement for full catcher’s gear • 8U: allow Coach pitcher to speak to batter in Fall • 10U: eliminated use of Coach pitchers in Spring • 10U: reduced use of Coach pitchers in Fall from full season to 4 games • 10U, 12U, 14U: reduced the runs per inning in fall from 6 to 4 • 14U: removed infield/outfield rotation requirement • All age divisions: allow teams to pick up to 9 players when short |
| August 2015 | <ul style="list-style-type: none"> • Team managers and coaches required to be 18 yrs old rule added • 10U, 12U, 14U: no infield fly rule deleted • 14U: no metal cleats rule added • 10U, 12U, 14U: outfielder positioning at pitch requirement amended |
| February 2016 | <ul style="list-style-type: none"> • Outfield rule “base path” edited to “base line” • Deleted note that league may provide masks or catchers gear |
| September 2016 | <ul style="list-style-type: none"> • 10U: Eliminated the use of Coach Pitchers in the Fall • 14U: Metal Cleats rules removed. Metal Cleats Allowed • 14U: Added 16U to the fold for Fall |
| August 2017 | <ul style="list-style-type: none"> • 10U: Removed the no stealing home and no dropped 3rd strike from the fall • 6U, 8U, 10U: Added Requirement for facemask for all defensive infielders • 12U, 14U: Added Requirement for facemask at 1st, 3rd and pitcher |
| May 2020 | <ul style="list-style-type: none"> • Updated to new logo • Updated number of protects to be 6 players |