# PLAYING RULES

The following rules are those that govern Tri-C Youth Athletics Baseball/Softball. They represent exceptions to the Rules found in PONY softball and MLB and PONY baseball rules.

# PURPOSE

The purpose of the program shall be to implant in the youth of the TRI-C community ideals of good sportsmanship, honesty, loyalty, courage, and reverence, so that they may be finer, stronger and happier young people who will grow to be good, clean, healthy adults. This objective is to be reached by providing supervised, fun, safe competitive athletic games. The league officials, coaches, umpires, and parents shall bear in mind at all times that the attainment of exceptional athletic skill or the winning of games is secondary and that the molding of future citizens is of prime importance.

# ELIGIBILITY

1. Children of parents, guardians or alternate parents who live within the Unit 5 school district boundaries or who live within the city limits of Cambria, Carterville, or Crainville are eligible to participate in any TRI-C sponsored sport.
2. All children must be at least four years of age prior to December 31 of the current year.
3. All children will be placed in age groupings consistent with Pony Baseball.
4. Regular season fees will be refunded to any child not assigned to a team. Once a child is assigned to a team, fees will not be refunded without Board approval.

# GENERAL RULES OF PLAY

1. Batters and runners must wear protective headgear that is either provided by the league or is NOCSAE approved. Facemasks are encouraged, but not required.
2. Players will play in uniforms (T-Shirt and socks) provided by the league. Uniform shirts should be tucked in for a player to participate.
3. Games will be played with a time limit with no exceptions. An official clock will be used. No full inning may be started when there is less than 10 minutes to play in the scheduled time. Any inning beginning prior to 10 minutes left in the scheduled time will be played to the completion of that inning.
4. Any game delayed by more than 15 minutes MAY be rescheduled by the TRI-C Board.
5. A game may be called at any time at the discretion of the umpire or Board Member on duty. (Examples: rain, lightening, etc.)
6. If a game is called and three innings (2 ½ innings if the home team is ahead) have been completed, the game is considered a complete game.
7. The Board President or designee will reschedule makeup games, and the coaches will be notified. Games cancelled in progress will be resumed from the point of interruption.
8. A team must have at least seven players at game time to start and play an official game or the team with an insufficient number of players must forfeit the game. In the event that neither team is able to field seven players, then both teams must forfeit the game, and each team will receive a loss. This rule does not apply to Pre-K and Shetland.
9. Any game may be terminated at any time with the consent of both coaches.

10. In case of rain or wet fields, the Board President or designee will determine whether to play the scheduled games. Coaches and umpires will be notified as soon as possible of cancellations. The decision will be made at least one hour before the scheduled first game time, whenever possible.

1. In Pinto, Mustang, Bronco, and Pony if one team has a 10 run lead after four innings or 3 ½ if the home team leads, it is considered a complete game.
2. When the defensive player has the ball and the runner remains on their feet and deliberately, with great force, crashes into the defensive player, the runner is to be declared out.
	1. The runner does not legally slide and causes illegal contact and/or illegally alters the actions of the fielder in the immediate act of making a play on them. Runners are never required to slide but, if the runner elects to slide, the slide must be legal
3. Any baseball/ softball pitcher who hits three batters in a game will be removed from the pitching position for the remainder of the game.
4. Bunting or soft swing is not allowed on the pitching machine or coach pitch. The penalty is a strike on the batter.
5. Any child that has a medical condition that may limit their activity must be reported to the board. The board will make a determination as to whether or not an exception to the rules of play needs to be approved.
6. The IHSA lightning rule is in effect. This means there will be a 30 minute secession of play when this occurs.
	1. A Tri-C Board member will sound an air horn 3 times to indicate all fields shall be cleared.

**Baseball Rule Grid**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Rule**   | **Pre-K**  | **Shetland**  | **Pinto**  | **Mustang**  | **Bronco**  | **Pony**  |
| Ball used  | 9” RIF  | 9” RIF  | RIF 5/Hardball  | Hardball  | Hardball  | Hardball  |
| Pitching distance  | N/A  | 25 ft  | 35 ft  | 44 ft  | 48ft  | 54ft  |
| Distance between bases  | 50 ft  | 50 ft  | 60 ft  | 60 ft  | 70ft  | 90 ft  |
| Type of Pitching  | TEE  | Tee/COACH | COACH/LIVE  | LIVE/COACH | LIVE  | LIVE  |
| # of Balls to walk  | N/A  | N/A  | 4 unless coach pitch  | 4  | 4  | 4  |
| Dropped third strike  | N/A  | NO  | NO  | NO  | YES  | YES  |
| Infield Fly Rule Applies  | NO  | NO  | NO  | YES  | YES  | YES  |
| # of bases on overthrow  | NONE  | 1  | 1  | NO LIMIT  | NO LIMIT  | NO LIMIT  |
| Can runner lead off?  | NO  | NO  | NO  | 2 step  | YES  | YES  |
| Can runner steal?  | NO  | NO  | NO  | YES (but not home) Rule below  | YES  | YES  |
| # of Batters in line up  | ALL  | ALL  | ALL  | ALL  | ALL  | ALL  |
| Maximum Innings per game  | 2  | N/A  | 6  | 6  | 7  | 7  |
| Ten run rule  | NO  | N/A  | Yes  | after 4  | after 4  | after 4  |
| Runs per inning limit |   | N/A  | 6  | 6  | NO  | NO  |
| Official game Time limit  | 10 minutes to time limit (No inning may start after this time)  |
| Length of Game  | 45 min. 1hr 1hr 30min 1hr 30 min 2hr 2hr  |
| Complete Game innings (in case of weather)  | N/A  | 3  | 3  | 3  | 3  | 3  |
| Min # players to play  | N/A  | N/A  | 7  | 7  | 7  | 7  |
| Field a catcher?  | No  | No  | field only  | YES  | YES  | YES  |
| # coaches on field (defense)  | Unlimited  | No limit  | 2 in foul territory only.  | NONE  | NONE  | NONE  |
| Hats  |   | Yes  | Yes  | Yes  | Yes  | Yes  |
| Cleats  | Molded  | Molded  | Molded  | Molded  | Molded  | Molded  |

**Softball Rule Grid**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Rule**  | **Pre-K**  | **Shetland**  | **Pinto**  | **Mustang**  | **Bronco**  | **Pony**  |
| Ball used  | 9” RIF  | 10” RIF  | 11” Softball  | 11 hard  | 12 hard  | 12 hard  |
| Pitching distance  | N/A  | 25 ft  | 35 FT  | 35 FT  | 40 FT  | 43 FT  |
| Distance between bases  | 50 FT  | 50 FT  | 60 FT  | 60 FT  | 60 FT  | 60 FT  |
| Pitcher’s circle  | N/A  | N/A  | N/A  | 8’ radius  | 8’ radius  | 8’ radius  |
| Type of Pitching  | TEE  | Tee/COACH  | COACH/LIVE  | LIVE/ COACH  | LIVE  | LIVE  |
| # of Balls to walk  | N/A  | N/A  | 4  | 4  | 4  | 4  |
| Dropped third strike  | N/A  | NO  | NO  | NO  | YES  | YES  |
| Infield Fly Rule Applies  | NO  | NO  | NO  | YES  | YES  | YES  |
| # of bases on overthrow?  | NONE  | 1  | 1  | NO LIMIT  | NO LIMIT  | NO LIMIT  |
| Can runner lead off?  | NO  | NO  | NO  | Pitch Hand  | Pitch Hand  | Pitch Hand  |
| Can runner steal?  | NO  | NO  | NO  | YES  | YES  | YES  |
| # of Batters in line up  | ALL  | ALL  | ALL  | ALL  | ALL  | 9  |
| Maximum Innings per game unless tied  | 2  | 6  | 6  | 6  | 7  | 7  |
| Ten run rule applies?  | NO  | NO  |  4  |  4  |  4  | 4  |
| Runs per inning limit  |   | N/A  | 6  | 6  | 7  | 7 |
| Length of Game  | 45 min. 1hr 1hr 30min 1 hr 30 min 2hr 2hr  |
| Official Game Time Limit  | 10 minutes to time limit (No inning may start after this time)  |
| Complete Game innings (due to weather cancellation)  | N/A  | 2  | 2  | 3  | 3  | 3  |
| Min # players to play  | N/A  | N/A  | 7  | 7  | 7  | 7  |
| Field a catcher?  | NO  | NO  | YES  | YES  | YES  | YES  |
| # coaches on field (defense)  | Unlimited  | 2  | 2 in foul territory only  | NO  | NO  | NO  |
| Hats  |   | No  | No  | No  | No  | No  |
| Cleats  | Molded  | Molded  | Molded  | Molded  | Molded  | Molded  |

# Pre-K

**Number of Players Required:** N/A.

**Offense:** Bat the entire game roster per half inning.

All players will bat off a batting tee. If after five swings the batter is unable to make contact, hitting a fair ball, a coach may assist him/her with the next swing.

Every player will get to bat, at least, one time during the course of the game, every child will get at least one at bat, even if it goes beyond the time limit.

Any ball hit fair is in play, regardless of the distance.

**Defense:**

All players’ play the field at all times, they will spread out to cover the infield. Play is considered dead when a fielder throws the ball toward the pitcher/coach.

Player/catcher shall not be used. Non-roster catchers may not make a play on a batter/runner.

No player may play the same position in more than one inning.

 Two or three other coaches will be stationed behind the defensive players to assist.

**Length of Game:**

45 mins or a maximum of 2 innings.

If the game is called due to weather/field conditions, it is considered a complete game if one inning has been completed.

**Length of Inning:**

Inning is over when all batters have batted in which case the last batter is allowed to run all the bases.

**Base Runners:**

Halfway marks shall determine, in the judgment of the umpire, whether the runner(s) shall be advanced to the next base or returned to the preceding base at the conclusion of the play.

**Overthrows:** Runner may advanceone (1) base on an overthrow to first base.

**Dropped Third Strike Rule:** Not applicable

**Infield Fly Rule:** Not applicable

**Bases Allowed on an Overthrow:** One

**Lead Off/Steal Rule:** No

**Ten Run Rule:** Not applicable, No score shall be kept

**Runs per Inning Limit:** Not applicable

**Slide Rule:** Avoid contact.

# Shetland Baseball

**Number of Players Required:** N/A

**Offense:** Bat the entire game roster per half inning.

Any ball hit fair is in play, regardless of the distance.

**Defense:**

Play is considered dead when a fielder throws the ball toward the pitcher/coach.

Maximum of 4 infielders and 1 pitcher, who shall be positioned within a five (5) foot arc of the pitcher/coach. Player/catcher shall not be used. Non-roster catchers may not make a play on a batter/runner.

No player may play the same position in more than one inning.

Infielders may not go into the outfield (ten feet from the base path) to retrieve a batted ball. The penalty is one extra base for each runner after play has been stopped.

No more than two coaches may be allowed in the outfield during play for instruction

**Length of Game:**

1 Hour

 If the game is called due to weather/field conditions, it is considered a complete game if one inning has been completed.

**Length of Inning:**

Inning is over when all batters have batted in which case the last batter is allowed to run all the bases.

**Pitching:**

After a batter receives three strikes or six pitches and the last pitch is not a foul, then a batting tee shall be used until the batter hits a fair ball. The umpire is responsible for setting the Tee.

The pitcher coach must pitch from the pitcher’s plate and shall remain in the 5’ arc during play.

**Base Runners:**

The pitcher/coach may encourage the base runner, but may not assist the runner.

Halfway marks shall determine, in the judgment of the umpire, whether the runner(s) shall be advanced to the next base or returned to the preceding base at the conclusion of the play.

A force out made by the last batter in an inning is scored as if it was the third out of the inning.

**Fly Balls:**

Fly balls caught in the field hold the runners on base. Runners may advance, at their own risk, one (1) base on an overthrow to first base.

**Dropped Third Strike Rule:** Not applicable

**Infield Fly Rule:** Not applicable

**Bases Allowed on an Overthrow:** One

**Lead Off/Steal Rule:** No

**Ten Run Rule:** Not applicable, No score shall be kept

**Runs Per Inning Limit:** Not applicable

**Slide Rule:** Avoid contact.

# Pinto Baseball

**Number of Players Required:**

Seven players per team are needed to play.

**Offense:**

Bat the entire game roster with a maximum of 10 batters or three outs per inning. If fewer than 10 are present, then the number present will be the maximum number of batters.

**Defense:**

Ten players max play the field at all times.

Outfielders must play at least 18 feet behind the baseline. Maximum of 4 infielders, 1 catcher, and 1 pitcher, who shall be positioned within a five (5) foot arc of the pitcher/coach.

An infielder can stop play by throwing the ball to the coach/pitcher.

During live play, no coach of the defensive team is allowed in fair territory during the game. However, coaches may be allowed a minimum of ten feet beyond first or third base in foul territory, to provide instruction.

**Substitution:**

Free substitution; no player sits out two consecutive innings.

A defensive player may not sit on the bench more than one consecutive inning. No player may set out a second inning unless all roster players, present, have set out one defensive inning. Exceptions are only allowed for injury, illness, or a player’s request.

**Length of Game:**

1 Hour 30 mins

If the game is called due to weather/field conditions, it is considered a complete game if three innings have been completed.

To avoid delays, a pinch runner will be used for a boy who will be the catcher in the next half inning so that the boy can change into his catcher’s gear in the interim. The pinch runner will be the boy who made the last out. (In cases where a conflict could still arise between being a pinch runner and still scheduled to bat during the half inning, another boy can be designated as pinch runner but any such designation should create as little hindrance to the flow of the game as possible).

**Length of Inning:**

3 outs or the playing roster maximum of 10 players.

**Pitching:**

Coach pitchers are allowed a six pitch maximum to each batter. A batter who has not advanced to base after the sixth pitch is out unless the sixth pitch is a foul ball in which case the batter remains at bat as long as he hits a foul ball or advances to base.

The pitcher coach must pitch from the pitcher’s plate and shall remain in the 5’ arc during play. Teams must play with a catcher, that catcher shall play at the backstop

Boys shall pitch to the first three batters in each of the first two innings of the game. If three outs are not attained, after the first three batters, the coach/pitcher shall complete the inning. A player may only pitch in one game per calendar week (Sunday through Saturday). A player pitches with a RIF 5 ball.

**Base Runners:**

Halfway marks shall determine, in the judgment of the umpire, whether the runner(s) shall be advanced to the next base or returned to the preceding base at the conclusion of the play.

A force out made by the last batter in an inning is scored as if it was the third out of the inning.

**Dropped Third Strike Rule:** Not applicable

**Infield Fly Rule:** Not applicable

**Bases Allowed on an Overthrow:** One

**Lead Off/Steal Rule:** No

**Ten Run Rule:** Applies after the 4th inning

**Runs per Inning Limit:** 6

**Slide Rule:** Avoid contact.

# Mustang Baseball

**Number of Players Required:**

Seven players per team are required to play. Nine player are to be in the field.

**Offense:**

Bat entire game roster.

The maximum number of batters in an inning is ten. If fewer than 10 are present, then the number present will be the maximum number to bat.

All players remain in the batting order at all times.

A force out made by the last batter in an inning is scored as if it was the third out of the inning

**Lead Off/Steal Rule:**

A "2 Step" (approximately 5 feet) lead is allowed at all times. Stealing is allowed off of live pitching only. Runners may not steal or take a secondary lead until after the ball is batted or when the ball crosses the plane of the plate. The play is considered dead when the runner returns to the base OR when the pitcher has possession of the ball. After which, the runners must reestablish a lead and may not advance until the ball is pitched again.

**Defense:**  Three outs constitute a half inning.

**Substitution:**  Free substitution; no player sits out two consecutive innings.

**Length of Game:**

Play time limit 1 hour and 30 minutes (no inning may start after 1 hour and 20 minutes) or maximum innings per game (6) whichever comes first.

If the game is called due to weather/field conditions, it is considered a complete game if three innings have been completed.

If the game is tied, extra innings may be played to break the tie until a winner is determined **ONLY as time limits permit**.

To avoid delays, a pinch runner will be used for a boy who will be the catcher in the next half

inning so that the boy can change into his catcher’s gear in the interim. The pinch runner will be

the boy who made the last out. (In cases where a conflict could still arise between being a pinch

runner and still scheduled to bat during the half inning, another boy can be designated as pinch

runner but any such designation should create as little hindrance to the flow of the game as

possible).

**Pitching:**

* Boys shall pitch the first three innings. A coach/pitcher will pitch any subsequent inning.
* Three strikes constitute an out.
* A dropped third strike is an out.
* With a coach/pitcher batters will receive a maximum of five pitches unless the last pitch is fouled in which case the batter will receive another pitch. Subsequent fouls will also provide the batter with an additional pitch.
* No stealing or leadoffs when a coach is pitching.
* When a player is pitching, a base runner may steal second or third base but not home. A runner may not take a secondary lead until the ball is batted or the ball crosses the plane of the plate of the plate. If a runner is in violation, he is in jeopardy of being ruled out.
* When the ball is thrown to the coach/pitcher, the play is dead.
* The coach pitcher must make and attempt to move to foul territory on the first base line once the ball is in play. The intent is to avoid interference on a live ball play. They should not return or stand until the play is ruled dead by rule or the umpire.

**Pitching:**

A player may pitch either a maximum of 55 pitches or six outs, whichever comes first.

A pitcher will be allowed to complete pitching to the batter at the plate when his 55 pitches is reached.

No pitcher may return to the pitcher’s position after being removed previously in a game.

PLEASE REFER TO THE SPECIAL PITCHING RULES FOR REQUIRED REST BETWEEN PITCHING LISTED BELOW.

**For 20 hours after pitching 25 pitches**

**For 40 hours after pitching 35 pitches**

**For 60 hours after pitching 55 pitches**

**\*\*\*55 pitches are the maximum allowed for this age group\*\*\***

**Walks:** No intentional walks are allowed.

**Bunting:** Bunting is permitted off live pitching, but not when a coach pitches.

**Infield Fly Rule:**

The infield fly rule applies when runners are on first and second, or first, second and third, with less than two outs, fair.

**Dropped Third Strike Rule:**

A dropped third strike is an out.

**Bases Allowed On Overthrow:** No limit

**Ten Run Rule:** Applies after the 4th inning

**Runs Per Inning Limit:** 6

**Field a Catcher:** Yes

**Slide Rule:** Runners must attempt to slide to avoid contact

# Bronco/Pony Combined Baseball League

**Number of Players Required:**

Seven players per team are required to play.

Teams will bat the entire roster.

Three outs will determine a half inning. No limit on the number of batters.

**Offense:**

All players remain in the batting order at all times.

**Defense:**

All players may not sit on the bench for two consecutive innings, when their team is in the field. Exceptions only for injury, illness, or a player’s request.

**Length of Game:**

Play time limit two hours (no inning may start after 1 hour and 50 minutes) or maximum innings per game (7) whichever comes first.

If the game is canceled due to weather/field conditions, it is considered a complete game if three innings have been completed.

If the game is tied, extra innings may be played to break the tie until a winner is determined **ONLY as time limits permit**.

To avoid delays, a pinch runner will be used for a boy who will be the catcher in the next half inning so that the boy can change into his catcher’s gear in the interim. The pinch runner will be the boy who made the last out. (In cases where a conflict could still arise between being a pinch runner and still scheduled to bat during the half inning, another boy can be designated as pinch runner but any such designation should create as little hindrance to the flow of the game as possible).

**Pitching:**

**12U will not be allowed to pitch:**

**1. For 20 hours after pitching 30 pitches 2. For 40 hours after pitching 40 pitches**

**3. For 60 hours after pitching 70 pitches**

**13U will not be allowed to pitch:**

**1. For 20 hours after pitching 35 pitches 2. For 40 hours after pitching 50 pitches**

**3. For 60 hours after pitching 80 pitches**

**Dropped Third Strike Rule:**

Applies when there are less than two outs and first base is not occupied, or when there are two outs and first base is occupied the batter may advance on a third strike that is dropped by the catcher.

**Infield Fly Rule:**

Applies when runners are on first and second, or first, second and third, with less than two outs, if fair. Must be called by umpire.

**Bases Allowed on Overthrow:** No limit

**Lead Off/Steal Rule:** There is no restriction on lead offs or stealing.

**Ten Run Rule:** Applies after the 4th inning

**Runs Per Inning Limit:** No limit

**Field a Catcher:** Yes

**Slide Rule:** The runner must attempt to slide to avoid contact.

**Shetland Softball**

**Number of Players Required:**

N/A

**Offense:**

Bat the entire game roster per half inning.

Any ball hit fair is in play, regardless of the distance.

**Defense:**

All players play the field at all times. Play is considered dead when a fielder throws the ball toward the pitcher/coach.

Maximum of 4 infielders and 1 pitcher, who shall be positioned within a five (5) foot arc of the pitcher/coach. Player/catcher shall not be used. Non-roster catchers may not make a play on a batter/runner.

No player may play the same position in more than one inning.

Infielders may not go into the outfield (ten feet from the base path) to retrieve a batted ball. The penalty is one extra base for each runner after play has been stopped.

No more than two coaches may be allowed in the outfield during play for instruction

**Length of Game:**

1 Hour

If the game is called due to weather/field conditions, it is considered a complete game if one inning has been completed.

**Length of Inning:**

Inning is over when all batters have batted in which case the last batter is allowed to run all the bases.

**Pitching:**

After a batter receives six pitches and the last pitch is not a foul or three strikes, then a batting tee shall be used until the batter hits a fair ball. The umpire is responsible for setting the Tee.

The pitcher coach must pitch from the pitcher’s plate and shall remain in the 5’ arc during play. The coach pitcher must face the live ball at all times.

**Base Runners:**

The pitcher/coach may encourage the base runner, but may not assist the runner.

Halfway marks shall determine, in the judgment of the umpire, whether the runner(s) shall be advanced to the next base or returned to the preceding base at the conclusion of the play.

**Dropped Third Strike Rule:** Not applicable

**Infield Fly Rule:** Not applicable

**Bases Allowed on an Overthrow:** One

**Lead Off/Steal Rule:** No

**Ten Run Rule:** Not applicable, No score shall be kept

**Runs Per Inning Limit:** Not applicable

**Slide Rule:** Avoid contact.

**Pinto Softball**

**Number of Players Required:**

Seven players per team are needed to play.

**Offense:**

Bat the entire game roster with a maximum of 12 batters or three outs per inning. If fewer than 12 are present, then the number present will be the maximum number of batters.

**Defense:**

Ten players max play the field at all times.

Outfielders must play at least 18 feet behind the baseline. Maximum of 4 infielders, 1 catcher, and 1 pitcher, who shall be positioned within a five (5) foot arc of the pitcher/coach behind or to the side.

An infielder can stop play by throwing the ball to the coach/pitcher. Defensive face masks are mandatory for 1st base, 3rd base, and pitcher positions.

During live play, no coach of the defensive team is allowed in fair territory during the game. However, coaches may be allowed a minimum of ten feet beyond first or third base in foul territory, to provide instruction.

**Substitution:**

Free substitution; no player sits out two consecutive innings.

A defensive player may not sit on the bench more than one consecutive inning. No player may set out a second inning unless all roster players, present, have set out one defensive inning. Exceptions are only allowed for injury, illness, or a player’s request.

**Length of Game:**

1 Hour 30 mins

If the game is called due to weather/field conditions, it is considered a complete game if two innings have been completed. A new inning will not be initiated with 10 minutes or less left on the time clock. If the game is tied when time is called, a regular season game ends in a tie. If this is a playoff game, another inning will be initiated with an unlimited run limit. If the game is still tied after the additional inning the winner will be determined by head to head regular season record.

**Length of Inning:**

3 outs or you’re playing roster maximum of 12 players.

**Pitching:**

Girls shall pitch to the first three batters in each of the first two innings of the game. If three outs are not attained, after the first three batters, the coach/pitcher shall complete the inning. The pitching distance for each is 35ft. The pitcher must start with one foot on the pitching rubber and finish within the circle.

The pitcher coach must pitch from the pitcher’s plate and shall remain in the 5’ arc during play. The coach pitcher must face the live ball at all times. Teams must play with a catcher, that catcher shall play at the backstop

**Base Runners:**

Halfway marks shall determine, in the judgment of the umpire, whether the runner(s) shall be advanced to the next base or returned to the preceding base at the conclusion of the play.

A force out made by the last batter in an inning is scored as if it was the third out of the inning.

**Dropped Third Strike Rule:** Not applicable

**Infield Fly Rule:** Not applicable

**Bases Allowed on an Overthrow:** One

**Lead Off/Steal Rule:** No

**Ten Run Rule:** Applies after the 4th inning

**Runs Per Inning Limit:** 6; unlimited runs are allowed in the 6th inning

**Slide Rule:** Avoid contact.

**Mustang Softball**

**Number of Players Required:**

Seven players per team are required to play. Up to 12 players are to be in the field with a 4th outfielder.

**Offense:**

Bat entire game roster.

The maximum number of batters in an inning is twelve. If fewer than 12 are present, then the number present will be the maximum number to bat.

All players remain in the batting order at all times.

A force out made by the last batter in an inning is scored as if it was the third out of the inning.

**Defense:**

Three outs constitute a half inning. Defensive face masks are mandatory for 1st base, 3rd base, and pitcher positions.

**Substitution:**

Free substitution; no player sits out two consecutive innings.

**Length of Game:**

Play time limit is 90 minutes or maximum innings per game (6) whichever comes first.

If the game is called due to weather/field conditions, it is considered a complete game if three innings have been completed.

A new inning will not be initiated with 10 minutes or less left on the time clock. If the game is tied when time is called, a regular season game ends in a tie. If this is a playoff game, another inning will be initiated with an unlimited run limit. If the game is still tied after the additional inning the winner will be determined by head to head regular season record

**Pitching:**

* **Pitching Limitations:** Pitchers are limited to 3 innings (9 outs). Outs recorded off of coach pitching are credited to the pitcher pitching the 4th pitch. Starting pitchers are allowed to return to the pitching position for 1 inning after being removed but may not exceed the 3 inning (9 out) limit. Relief pitchers are not allowed to return to the pitching position after being removed.
* **No Walk Rule:** There are no walks. If a batter receives 4 balls, a coach or designated adult pitcher will deliver the pitch with no limit. A foul ball on the third pitch will be declared a no-pitch and replayed until the batter puts the ball in play or strikes out. The inherited strike count will remain in place. A coach pitch may be called a strike even if the batter does not swing, if it does pass through the strike zone. (I.e. – If the batter has a count of 4 balls and 2 strikes, the coach pitcher will enter, if the first pitch the coach throws is a called strike or a swinging strike, the batter is out.) We will allow a "modified" pitch where the girl could start from the back without doing the windup. This would be completely optional but would be allowed.
* **Adult Pitcher:** The coach pitch must be delivered from the pitchers circle. Coach pitchers are allowed to coach the batter on count, swing or stance prior to the pitch. Coaches cannot coach the batter-runner or runners once the ball is in play and the coach pitcher is on the field, coaches must be facing live ball at all times. Results, the batter is out and the runners are returned to their original position. Coaches must make every attempt to avoid a batted ball while in the pitches circle. A batted ball striking the coach pitcher while in the pitches circle is a live ball. A coach must remove himself from the field of playing during a live ball. However, if the coach is deemed to have interfered with the play while leaving the field, the batter will be out and runners will be returned to their original positions. Use good judgment and timing when removing yourself from the field. Once off the field (Fair Territory) you may begin coaching the batter-runner and/or runners.
* **Player Pitcher Position:** The pitcher must remain in the pitching circle (both feet) when the coach pitcher is delivering pitches, typically to one side or the other.

**Bunting:** Bunting is permitted on live pitching but not on adult pitch.

**Infield Fly Rule:**

The infield fly rule applies when runners are on first and second, or first, second and third, with less than two outs, if fair.

**Dropped Third Strike Rule:**

A dropped third strike is an out.

**Bases Allowed On Overthrow:** No limit

**Stealing Bases:**

A runner may steal any base during live girl pitching. Runners may NOT steal during the adult pitch

**Ten Run Rule:** Applies after the 4th inning

**Runs Per Inning Limit:** 6; Unlimited runs are allowed in the 6th inning.

**Field a Catcher:** Yes

**Slide Rule:** Runners must attempt to slide to avoid contact

**Bronco/Pony Combined Softball League**

**Number of Players Required:**

Seven players per team are required to play.

**Offense:**

All players remain in the batting order at all times.

**Defense:**

All players must play 6 defensive outs. Defensive face masks are mandatory for 1st base, 3rd base, and pitcher positions.

**Length of Game:**

Play time limit two hours or maximum innings per game (7) whichever comes first.

If the game is canceled due to weather/field conditions, it is considered a complete game if three innings have been completed.

A new inning will not be initiated with 10 minutes or less left on the time clock. If the game is tied when time is called, a regular season game ends in a tie. If this is a playoff game, another inning will be initiated with an unlimited run limit. If the game is still tied after the additional inning the winner will be determined by head to head regular season record

**Pitching:**

No limit; free substitution is permitted

**Dropped Third Strike Rule:**

Applies when there are less than two outs and first base is not occupied, or when there are two outs and first base is occupied the batter may advance on a third strike that is dropped by the catcher.

**Infield Fly Rule:**

Applies when runners are on first and second, or first, second and third, with less than two outs, if fair.

**Lead Off/Steal Rule:**

Runners may leave the base after the ball has left the pitcher’s hand. If the runner leaves the base too soon she will be called out.

**Bases Allowed on Overthrow:** No limit

**10 Run Rule:**

Applies after the 4th inning

**Runs Per Inning Limit:** 7; Unlimited runs in the 7th inning

**Field a Catcher:** Yes

**Slide Rule:** The runner must attempt to slide to avoid contact.