

PLAYING RULES

The following rules are those that govern Tri-C Youth Athletics Baseball/Softball. They represent exceptions and clarifications 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, Cartersville, 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 September 1 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 20 minutes to play in the scheduled time. Any inning beginning prior to 20 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.
11. 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.
12. A base runner must slide at 2nd or 3rd base or at home plate whenever the defensive player has opportunity – in the umpire’s opinion – to make an out on the base runner. Failure to slide will result in the base runner being called out. This rule applies to Pinto, Mustang, Bronco, and Pony but not to Pre-K (Tee) or Shetland leagues.
13. Any baseball/ softball pitcher who hits three batters in a game will be removed from the pitching position for the remainder of the game.
14. Bunting or soft swing is not allowed on coach pitch. The penalty is a strike on the batter.
15. 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.

The IHSA lightning rule is in effect. This means there will be a 30 minute secession of play when this occurs. A Tri-C Board member will indicate all fields shall be cleared.

16. **No coach shall touch a player to get them to run the bases or to direct the player in the field but should provide verbal instructions only.**

Baseball Rule Grid

Rule	Tee Ball	Shetland	Pinto	Mustang	Bronco
Ball used	RIF-5L	RIF-10L	RLLB1	RLLB	RPLB
Pitching distance	N/A	25 ft	42 ft	46 ft	54ft
Distance between bases	50 ft	60 ft	60 ft	60 ft	70 ft
Type of Pitching	TEE	COACH/TEE	COACH	MACHINE/LIVE	LIVE
# of Balls to walk	N/A	3 STRIKES OR 6 PITCHES THEN TO TEE	6 TOTAL PITCHES (NO WALKS)	4	4
Dropped third strike	N/A	NO	NO	NO	YES
Infield Fly Rule Applies	NO	NO	NO	NO	YES
# of bases on overthrow	NONE	1	1	1	NO LIMIT
Can runner lead off?	NO	NO	NO	NO	YES
Can runner steal?	NO	NO	NO	NO	YES
# of Batters in line up	ALL	ALL	ALL	ALL	ALL
Maximum Innings per game	3	N/A	6	7	7
Ten run rule	NO	N/A	After 4	after 4	after 4
Runs per inning limit	NO	N/A	5	5	NO
Official game Time limit	20 minutes to time limit (No inning may start after this time)				
Length of Game	45 min.	1hr	1hr 30 min	1hr 30 min	1hr 30 min
Complete Game innings (in case of weather)	N/A	3	3	3	3
Min # players to play	N/A	N/A	7	7	8
Field a catcher?	No	No	YES	YES	YES
# coaches on field (defense)	Unlimited	Unlimited	2	NONE	NONE
Hats		Yes	Yes	Yes	Yes
Cleats	Molded	Molded	Molded	Molded	Molded or metal

Softball Rule Grid

Rule	Pre-K	Shetland	Pinto	Mustang	Bronco	Pony
Ball used	9" RIF	10" Softball	11" Softball	11" Softball	12 " SB	12" SB
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	COACH/LIVE	LIVE	LIVE
# of Balls to walk	N/A	N/A	4 / then coach will pitch	4 /then coach will pitch	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	1	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	5	5	7	7
Length of Game	45 min.	1hr	1hr 30min	1 hr 30 min	2hr	2hr
Official Game Time Limit	20 minutes to time limit (No inning may start after this time)					
Complete Game innings (due to weather cancellation)	N/A	2	2	2	2	2
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	NO	NO	NO	NO
Hats		No	No	No	No	No
Cleats	Molded	Molded	Molded	Molded	Molded	Molded

Tee Ball

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 3 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 advance 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.

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 three innings have 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 coach 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.

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 or three outs per inning.

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.

Runners must stop when the ball is caught by the pitcher or when the ball is thrown through the pitcher's circle. When the ball is dead, 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.

During live play, no coach of the defensive team is allowed on the field, either in fair or foul territory.

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 can 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 batting of the entire roster present at the game.

Pitching:

Coach pitcher will pitch the entire game. Player pitcher must stand with one foot in the pitcher's circle.

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.

Pitching:

Dropped Third Strike Rule: Not applicable

Infield Fly Rule: Not applicable

Bases Allowed on an Overthrow: One

Lead Off/Steal Rule: No leadoffs or steals.

Ten Run Rule: Applies after the 4th inning

Runs per Inning Limit: 5

Slide Rule: Avoid contact. Failure to slide when the defensive player has the opportunity – in the opinion of the umpire – to make a play on the runner will result in the runner being called out.

Mustang Baseball

Offense:

Play until 3 outs have been made, the entire roster has batted or 5 runs have been scored.

Defense:

9 players max play the field at all times.

Runners can advance 1 base on overthrows. The play is stopped with the pitcher has the ball.

During live play, no coach of the defensive team is allowed on the field, either in fair or foul territory.

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.

Dropped Third Strike Rule: Not applicable

Infield Fly Rule: Not applicable

Bases Allowed on an Overthrow: One

Lead Off/Steal Rule: No leadoffs or steals.

Ten Run Rule: Applies after the 4th inning

Runs per Inning Limit: 5

Slide Rule: Avoid contact. Failure to slide when the defensive player has the opportunity – in the opinion of the umpire – to make a play on the runner will result in the runner being called out.

Pitching:

All games will start out with 2 innings using the pitching machine, which will be operated by the coach of the offensive team. The defensive team will field a pitcher that will stand to the side of the pitching mound at least 10 feet behind the pitching machine. Coaches are encouraged to make sure the kids are in a safe position before each pitch. After the first two innings the remainder of the game will be kid pitch until the time limit is reached or the max runs or innings are reached.

Pitchers will be limited to the lesser of 45 pitches or 1 full inning of pitching.

Bronco Baseball

Pony rules will follow the Pony 12U Rulebook

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 20 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 then the following: difference of runs for and against head to head, overall record, and overall run differential.

Length of Inning:

3 outs or you're playing roster maximum.

Pitching:

- **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 pitcher's 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 play 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 with at least one foot when the coach pitcher is delivering pitches, typically to one side or the other. 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 10 players are to be in the field with a 4th outfielder.

Offense:

Bat entire game roster.

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 20 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 then the following: difference of runs for and against head to head, overall record, and overall run differential.

Pitching:

The pitching distance for each is 35ft. The pitcher must start with one foot on the pitching rubber and finish within the circle.

- **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 pitcher's 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. Teams must play with a catcher.

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: 1 Base

Stealing Bases:

A runner may steal any base, except home, during live girl pitching. Runners may leave the base after the ball has left the pitcher's hand. Runners may not advance from third to home on a passed ball.

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 then the following: difference of runs for and against head to head, overall record, and overall run differential.

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.