



SGSL PONY RULES MODIFICATIONS

REVISED FEBRUARY 7, 2012

2012 SEASON

GENERAL RULE MODIFICATIONS - LEAGUE

General Play Rule Modifications

1. A continuous batting order utilizing all players on the roster shall be used in each division.
2. Unlimited and free substitutions by position will be permitted with the exception of the pitcher who may only reenter as a pitcher one time during any single game.
3. Teams may field ten position players on defense. No less than eight constitute a team.
4. No new inning should be started after one hour and fifty minutes. Rookie ball however shall have a ninety minute time limit on all games.
5. Home team is responsible to reschedule any postponed game with agreement of the away team depending on field availability. Any game not rescheduled in 3 days of postponement may be rescheduled by the league.
6. Teams without a sufficient number of players may borrow players from the opposing team on a rotating basis to field an adequate number of defensive positions. If players are called up from a lower division they may not pitch.
7. A complete game shall be four innings for a scheduled six inning game and five innings for a scheduled seven inning game, unless the home team is ahead after three and one half or four and one half innings respectively. If the inning requirement has not been met when the game is called because of darkness, the game will be considered an official game. If the inning requirement has not been met as a result of inclement weather, the game will be resumed from the point where play was stopped to the completion of a regulation game. The Managers must agree prior to leaving the field on a point where play was stopped. A playoff game must be played to the completion of the regularly scheduled innings.
8. During the regular season, a team may request to re-schedule a game for a civic sponsored event (school trip, concert, etc) by contacting the League official in charge of umpires, umpire-in-chief, and opposing team manager at least 2 days in advance of the game. If the game is to be re-scheduled, the League official who schedules umpires will advise both managers if the make-up date is okay.
9. Each player must play at least one half of the scheduled innings per game. Managers must attempt to balance the number of innings played. The exception being the home team not playing the bottom of the last inning, an injury, or a complete game called due to weather or darkness.
10. Call of game on account of darkness will be determined by the umpire and both managers, or the Executive Board member who is on duty that day. Managers can over rule the umpire if they both deem it is too dark to continue play safely. It is strongly advised that both managers speak to the umpire prior to the game to discuss this topic to minimize disagreements when the game is called. Managers and umpire are asked to note the game start time.
11. There will be no enforcement of the "Run" or "Mercy" rule, however, scores will be posted with a five (5) run maximum margin of victory (a score that ends 23 – 5 will be reported as 10 – 5). This will hold true for all divisions.
12. Speed up rule: Managers should substitute a courtesy runner for the player catching the next half inning if that player is on base with two outs. The substitute runner must be the player who made the second out of the inning.



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13. Speed up rule: Managers must have a defensive team on the field and ready to resume play within three and one half minutes of the final out of the previous half inning. Failure to do so may result in being charged with an automatic out in the teams next at bat.
14. Speed up rule: Managers should have a written line up including batting order and positions by inning available for players to see and use in preparation for each inning.
15. Pinch-runners for a player who is injured or who can play but is unable to run/slide: The PONY rules calls for a player who is not in the lineup to run for a player in this instance, but since all of our players are in the lineup we cannot follow this rule. Since the alternative is to force an injured player to run for herself (which we do not want to do) we will use the following rule for pinch-runners: If a player is unable to run for herself, the coach will call time-out once the player has reached base safely and the play is dead. The last batted out in the lineup will take the place of the injured player and run for them. This "pinch-runner" will not be allowed to steal or advance on a passed ball, but may only advance on a batted ball. The intent here is to avoid any arguments about a coach's intent when using a pinch runner.
16. All managers and coaches must arrive at a reasonable time before each game to ensure preparation of the fields for play and warm up the players. Field preparation includes raking the infield area and lining the batter's boxes, first and third base lines, and the pitcher's circle.
17. There will be no regular season championship. All teams in the High School, Senior, Major and Minor divisions will qualify for the playoffs.
18. There will be no fake bunting and then swinging for a hit allowed.
19. There is no head-first sliding allowed. Players may dive back to a base.
20. Hit-by-Pitch Rule (All Divisions)
 - a. Pitcher must be removed (as a pitcher) from inning after 3 hit batters in inning
 - b. Pitcher must be removed (as a pitcher) from game as a pitcher after 5 hit batters during game (includes extra innings)
 - c. Hit-by-Pitch includes pitched balls that hits ground and/or hits foot or cleat
 - d. Hit batter does not include pitch ruled as slipped pitch by umpire
21. No bat wagging to distract the catcher
22. Playoff Seeding Procedure (Minors, Majors, Seniors, High School Divisions):
 - a. Wins
 - b. Most Games Played
 - c. Points Awarded (Win = 2 pts., Tie = 1pt.)
 - d. Head-to-head winner (only for a two-team tie)
 - e. Lowest average runs allowed per game for season (total runs allowed divided by total number of games played)
 - f. Coin toss
23. Players are not allowed to be used as call-ups when their assigned team has a scheduled game (excludes Farm players playing in Minor division)
24. Extra inning are played under "International Tiebreaker" rule
 - a. When a regulation game ends in a tie, the International Tie Breaker rule is used. At the beginning of each team's at-bat the last batter from the previous inning is placed on 2nd base. It is not sudden death. Each team has an opportunity to bat each inning. The game ends when one team is ahead at the end of an inning.



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25. Players must be available to play league games by May 15th to play regular season or playoff games. (An injured player IS available. A player unable to play because of school or other rules is NOT available)

Pitching Rule Modifications

1. Any pitcher can be removed from the game (as a pitcher) and re-entered once as a pitcher. (i.e. any pitcher can be removed from the game (as a pitcher) and re-entered once as a pitcher)
2. When a relief pitcher comes into the game during an inning, both the exiting and relief pitchers will be charged with an inning pitched.
3. Failure of a team to comply with the maximum innings pitched rule will be cause for protest by the opposing manager and possible forfeiture of the game in question.
4. Any pitcher may pitch extra innings in an extra inning game without being charged for innings pitched.
5. Non-windmill pitching (sling shot and power phase) is allowed in all divisions. Overhand pitching is not allowed.

RULE MODIFICATIONS BY DIVISION

High School Division Rule Modifications

1. A pitcher will be allowed to pitch a maximum of five (5) innings per game. If a game goes into extra innings, a pitcher may pitch the extra innings, thus exceeding the five innings maximum for that game.
2. A pitcher may exceed the maximum of five innings when their team is trailing by 10 or more runs. Once their team cuts the deficit to under 10 runs the pitcher must be removed from the game.(Regular Season)
3. Regulation games are to consist of seven innings.

Senior Division Rule Modifications

1. A pitcher will be allowed to pitch a maximum of five (5) innings per game. If a game goes into extra innings, a pitcher may pitch the extra innings, thus exceeding the five innings maximum for that game.
2. A pitcher may exceed the maximum of five innings when their team is trailing by 10 or more runs. Once their team cuts the deficit to under 10 runs the pitcher must be removed from the game. (Regular Season)
3. Stealing will be allowed of all bases once the pitched ball has crossed home plate or hits the ground.
4. Regulation games are to consist of seven innings

Major Division Rule Modifications



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1. A pitcher will be allowed to pitch a maximum of four (4) innings per game. If a game goes into extra innings, a pitcher may pitch the extra innings, thus exceeding the four innings maximum for that game.
2. A pitcher may exceed the maximum of four innings when their team is trailing by 10 or more runs. Once their team cuts the deficit to under 10 runs the pitcher must be removed from the game. (Regular Season)
3. A player can leave the base (take a lead) when the pitch crosses home plate or hits the ground.
4. A player may steal second and/or third base but may never steal home. Players may only steal one base at a time, and may not advance a second base on an overthrow. This includes runners who are walked (no continuation...they cannot continue on to second base). This rule does not apply to advancement from a batted ball.
5. A batter cannot advance to first on a dropped third strike.
6. There will be no enforcement of the infield fly rule.
7. Regulation games are to consist of six innings

Minor Division Rule Modifications

1. A pitcher will be allowed to pitch a maximum of four (4) innings per game. If a game goes into extra innings, a pitcher may pitch the extra innings, thus exceeding the four innings maximum for that game.
2. A pitcher may exceed the maximum of four innings when their team is trailing by 10 or more runs. Once their team cuts the deficit to under 10 runs the pitcher must be removed from the game. (Regular Season)
3. A batter will be awarded first base following six (6) called balls by the umpire.
4. The ball size for Minor is eleven inches (11").
5. The distance from the pitchers rubber to the back of home plate is thirty-five (35) feet for Minors.
6. The distance between bases is sixty (60) feet for Minors.
7. No stealing, sliding, or tagging up.
8. A batter cannot advance to first on a dropped third strike.
9. Intentional walks are allowed only in the 6th inning.
10. There will be no enforcement of the infield fly rule.
11. A team may bat no more than eight players in an inning with the exception of the sixth inning which continues until three outs are made or a complete game has been played. For the first five innings, the inning is over once the ball is dead following the eighth batter's at-bat.
12. A dead ball is called when the ball is in possession of an infielder in the infield clay or grass area. Runners can advance to the next base if they are already past a base when the ball is called dead.
13. A player can leave the base (take a lead) when the pitch crosses home plate.



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14. A team will be allowed 3 visits to the pitcher's mound or pitchers time outs per inning, however, the pitcher must be removed on the third visit. Teams will be allowed a maximum of 5 visits to the pitcher's mound or pitchers time outs per game.
15. During a pitch, a ball that hits the pitchers leg or slips from their hand will be called a no pitch.
16. There will be two game balls used for each game in an effort to speed up the games. A member of the defensive team (coach or parent) shall stand behind home plate, up against the back stop and not directly behind the catcher. They will throw the second ball back to the pitcher after a pitched ball gets past the catcher. The coach or parent will then retrieve the passed ball. This person is **NOT ALLOWED** to coach from this position.
17. Minor Division Strike Zone:
 - a. Inside of each batter's box (i.e. white-to-white)
 - b. Shoulders to Mid-shin (replaces "chin-to-shin" concept)
18. Bunting allowed in minors:
 - a. Batter must square before pitcher begins motion
 - b. No fake bunting to swinging
 - c. No bunting with base-runner on 3rd base
 - d. Only one batter may attempt to bunt per inning
19. Regulation games are to consist of six innings

Farm Division Rule Modifications

The purpose of the "Farm" Division is to provide players a transition from the Rookie Ball Division to the Minor Division. The focus is to be on teaching hitting and fielding in an encouraging environment while introducing the "rules of the game." The emphasis should be on developing skills during practices. Each team should practice twice per week prior to starting games and once per week thereafter. There will be no play-offs or championships. There will be an end of season All Star Game (Jewel Classic).

1. A pitching machine shall be used.
2. The pitching machine to be located 30 feet from home plate.
3. Games are to be played on modified minors division fields.
4. Bases are to be 50 feet apart (60 feet when using field #2/#4/#6).
5. Each team shall field all players on defense. ALL fielders shall play the respective positions (1B, 2B, etc.). NO more than seven players shall be within the "cut" infield. They are P (2), C, 1B, 2B, SS, and 3B. NO additional infielder positions are to be included. The pitchers shall stand parallel to pitching machine on the first and third base sides.
6. Offensive coach to feed pitching machine, adjust speed etc. for the benefit of the batter. Focus to be on helping batter make contact and put ball in play.
7. No jewelry will be worn during games or practices. (The only exception will be for a player who has recently had her ears pierced.)
8. Each team is to play 14 games. Games not played due to scheduling / weather conditions are to be made up as soon as possible.



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9. Regulation games are to consist of six innings (or maximum 2 hours).
10. An inning shall consist of each team shall batting either six batters or 3 outs (whichever comes first). If 6th puts the ball in play, she is to round all of the bases, clearing the bases to end the inning.
11. Players are to advance only one base on a ball put in play. If a ball reaches the outfield grass in the air, the runners may attempt to advance a second base.
12. Each batter is given a maximum of 4 strikes to hit (adjusted to three strikes midseason). Defensive Coaches are to Umpire. No WALKING allowed. Maximum of 8 pitches to any batter (except if 8th pitch is foul ball). Managers are discouraged from letting a batter face more than eight pitches.
13. Scores are NOT to be kept. However, players' performances (to be sent to newspaper) should be recorded. Coaches are encouraged to remember the opposing team's players during games (avoid running up scores!!!).
14. Defensive Coaches may stand in outfield to help direct players during the game. They should avoid being part of the infield.
15. All other applicable Minors Division Rules will apply.

Rookie Ball Rule Modifications

The purpose of the Rookie Division is to introduce players to the game and have fun playing softball. The focus is to be on teaching hitting and fielding in an encouraging environment while introducing the "rules of the game." The emphasis should be on developing skills during practices. Each team should practice twice per week prior to starting games and once per week thereafter. Managers should use the hitting tee in practices and games as a tool to help players develop good hitting technique. The tees may need to be modified to a lower height. There will be no play-offs or championships. There will be an end of season All Star Game (Jewel Classic).

1. Five pitch maximum prior to using the batting tee. The coach has the option to use the tee without pitching to the players.
2. Outs will be treated correctly. Player must leave the base if she was called out. The coach pitching will make the call, and this call is final.
3. Managers will pitch and catch when their team is at bat.
4. Ninety minute time limit for games.
5. Three inning games, each player will bat once every inning. Last batter keeps running to complete a home run and clear the bases for the end of the inning.
6. The team in the field should stay in their positions until the last runner crosses home plate.
7. No calling balls or strikes, bunting, stealing, sliding, or tagging up.
8. Use Farm Division rules as appropriate for all other issues.