

## **Pony Rules**

1. Players must be in Kindergarten, 1st and 2nd grades. Girls in 2nd grade may play at the biddy level. Players to be moved to the next level shall be evaluated and be able to demonstrate the skills to do so. It is encouraged to evaluate any player or players willing to play up.
2. The coach will pitch for the entire game. Coaches shall only pitch to their own team.
3. Balls or strikes are not called. 10 pitch rule is in effect. Each player will receive 10 pitches from the coach. If the player does not successfully put the ball in fair territory after ten pitches the child will need to return to the bench. THIS RULE WILL BE ENFORCED.
4. Everyone bats on the team every inning up to a total of ten {10} batters unless 3 outs are recorded from actual outs from the defensive team (not strikeouts). If 3 outs are not recorded in that inning 10 players maximum should bat. If more than 10 batters exist on the team the batting order will continue where it left off in the previous inning. This is a running batting order.
5. We will not tolerate the throwing the bat! Please note; this rule is to be used this as an important teaching lesson as the next levels will penalize this action.
6. No advancing on overthrows. Play is considered dead when the defensive player gains control of the ball.
7. Player control terminates the play. In other words, once the defensive player has collected the ball the play is over and no further advancement can occur.
8. At three outs the bases are cleared. The ½ inning is then over.
9. Defensive teams field a pitcher, who plays the field, but does not pitch. One player in the pitcher's area only. NO EXCEPTIONS
10. Defensive teams' field 10 players in the field. (4 outfielders mandatory). If 11 players are present you may play a 5<sup>th</sup> outfielder. This is encouraged for kids to not sit the bench and stay engaged.
11. No sliding—NO EXCEPTIONS.
12. Defensive team is allowed (2) coaches in the field of play to coach, to advise, instruct, etc. Behind the infielders.
13. Offensive team- One coach will be the pitcher , one at the first base to direct runners and one at third to direct runners.
14. Base paths shall be a standard 45'. (from the back tip of the plate to the front of the bag)
15. ALL PLAYERS MUST PLAY (2) INNINGS!
16. Two {2} hours of play will constitute a complete game.
17. An 11 inch "soft touch" softball will be used.
18. All batters and base runners must wear an approved batting helmet with NOCSAE approved mask and fastened chin strap.

19. Catchers must wear chest, knee protectors, and face mask **with throat protector** at all times.
20. A team fielding ten (10) players shall have four (4) outfielders; a team fielding nine (9) players shall have three (3) outfielders; and a team fielding eight (8) players shall have two (2) outfielders.
21. Home team is responsible for declaring rainouts (1 hour before game) and reporting the same to the leagues official scorekeeper.
22. NO SCORE KEEPING – This is instructional, please remind your coaches. Home team is responsible for inputting score of 0-0 to signify game was played.
23. No Standings are kept. Also, no playoffs or tournament play.

## **Biddy Rules**

1. Girls are in the 3<sup>rd</sup> and 4<sup>th</sup> grade. If you're in the 5<sup>th</sup> grade, you are a Midget.
  - A Pony player may be brought up by the organization to prevent a forfeit in this case the number of team members will be 11 or less. These names must be declared to the opposing team at the start. All players present are subject to minimum play rules. Players must have been in their last year of Pony eligibility and must have the approval of their sending organization. Players cannot play up more than 1 level.
  - Biddy's turning Midget age may join any team.
  - If your organization has enough players to support 2 teams you must perform an evaluation and proceed to a draft to divide talent evenly. If this is not adhered to then penalties or sanctions can be handed down from league representatives.
2. A complete game consists of six {6} complete innings, unless called by the umpire for rain, darkness, etc. For the game to be legal, three {3} or more innings must be {two and one half and the home team is winning} completed. If the game is called at the 4<sup>th</sup>, 5<sup>th</sup> or 6<sup>th</sup> inning before the home team is allowed to bat, the game will revert back to the last full inning completed and the score will stand as indicated by that inning. Tie games will be after {6} six innings and stand as tie games. There are no extra innings.
3. The pitcher's mound will be thirty five {35} feet from home plate and the bases shall be fifty-five {55} feet apart.
4. A pitcher may pitch no more than 3 innings per game. Delivery of a single pitch constitutes having pitched a full inning. Three innings can be split or continuous. Pitchers must pitch in a windmill fashion. In the event of extra innings pitchers may pitch additional innings as needed.
5. A batter hit by a pitch will be awarded first base, unless the pitch was delivered with a significant arc (above the batter's head) or rolls into the batter. However, if a pitch bounces into a batter, the batter will be awarded first base. The batter MUST make an attempt to get out of the way.
6. A pitcher who hits three batters shall be removed from the pitching position for the rest of that inning. This will constitute an inning pitched and she may return as long as she does not exceed the 3-inning maximum.
7. An eleven {11} inch ASA approved softball will be used.
8. All players must play two (2) innings in a regulation game. If a game is shortened for any reason, each player only needs to play one (1) inning.
9. Pitchers gets 5 warm up pitches in each inning.
10. There will be no infield fly rule, bunting or intentional walks not allowed.
11. To stop play, the pitcher must have possession of the ball within the {16} sixteen-foot diameter of the pitching circle. Runners must already be more than half way to the next base to advance.
12. Games will start with live pitching. The season will begin with 4 live pitched innings for the first 4 games and after the fourth game you will pitch a complete game using live pitching.
  - a. Live pitch must be the first 4 innings. Coach pitch will be required the remainder of the game.
  - b. If one of the first four games is canceled for any reason, it will be mandatory when you replay this game you shall abide by the 4 live innings pitched and 2 coach pitch in the last 2 innings.

- c. Balls and strikes will be called when the coach is pitching
  - d. During coach pitch, a batter cannot be awarded first base via walk or hit by pitch
13. The inning is over after three (3) outs or three (3) runs. No new inning may begin after two hours. Incomplete innings may continue. **A maximum of eight {8} runs in the 6<sup>th</sup> inning.**
  14. Runners may lead off the bag at the release of the ball from the pitcher's hand.
  15. If a batter is walked, they may only advance to first base. Any runners on base can only advance if forced.
  16. Stealing is allowed. Stealing may only occur from 2nd to 3<sup>rd</sup> base. It is strongly encouraged to have catchers throw the ball to third. A player cannot advance on an overthrow.
  17. All games are to be played with a running batting order. When using a running batting order, a player(s) may leave the game for any reason with no penalty given to that team. The roster will then be compressed.
  18. A courtesy runner will be used for the catcher with 2 outs. The courtesy runner will be the last player previously called out.
  19. Home team is responsible for declaring rainouts (1 hour before game) and reporting the same to the league's official scorekeeper.
  20. Home team is responsible for reporting the final score to the league's official scorekeeper within 24hrs.
  21. All batters and base runners must wear an approved batting helmet with NOCSAE approved mask and fastened chin strap.
  22. Catchers must wear chest, knee protectors, and face mask with throat protector at all times.
  23. Uniforms: Uniforms must be worn by each player on a team and must be alike in color. An exception is when a player from another division is filling out the roster for another team and none of that team's uniforms are available. In this instance, the player shall wear the uniform from her own team even though it may be different in color and style. A pitcher shall be allowed to wear sleeves under her uniform jersey so long as they are not optic yellow.
  24. A team fielding ten (10) players shall have four (4) outfielders; a team fielding nine (9) players shall have three (3) outfielders; and a team fielding eight (8) players shall have two (2) outfielders.
  25. It is considered poor sportsmanship for coaches to encourage their outfielders to artificially play infield positions in lieu of the players in those positions. For example, the player at 2B or SS should cover the steal to second, not the center fielder. In general, coaches should be teaching the girls realistic positioning that would be not be inappropriate for higher levels of play.

## **Midget Rules**

1. Girls are 5<sup>th</sup> and 6<sup>th</sup> graders. If you are in the 7<sup>th</sup> grade, you are a Junior.
- Any rostered Biddy player in 4<sup>th</sup> grade with the approval of their sending organization and team coach may play up with a Midget team of that association in order to avoid forfeit. In this case a team must have (11) eleven players to call a player up. These names must be declared to the opposing team at the start. All players present are subject to minimum playing rules. Players cannot play up more than 1 level.
- Midget turning junior age may join either team.
- If your organization has enough players to support 2 teams you must perform an evaluation and proceed to a draft to divide talent evenly. If this is not adhered to then penalties or sanctions can be handed down from league representatives.
2. A complete game consists of seven (7) complete innings, unless called by the umpire for rain, darkness, etc. For the game to be legal, five (5) or more innings must be (four and one half and the home team is winning) completed. If the game is called at the 6<sup>th</sup> or 7<sup>th</sup> inning before the home team is allowed to bat, the game will revert back to the last full inning completed and the score will stand as indicated by that inning.
3. The pitcher's plate will be forty (40) feet from home plate and the bases shall be sixty (60) feet apart.
4. A twelve (12) inch ASA approved softball will be used.
5. Pitchers can only pitch a maximum of four (4) innings. Pitchers must pitch in a windmill fashion. In the event of extra innings pitchers may pitch additional innings as needed.
6. Bunting is allowed.
7. All players must play two (2) innings in a regulation game. If a game is shortened for any reason, each player only needs to play one (1) inning.
8. The dropped third strike is **NOT** in effect.
9. If a batter is walked, they may only advance to first base. Any runners on base can only advance if forced.
10. Stealing is allowed. 1<sup>st</sup> to 2<sup>nd</sup>, 2<sup>nd</sup> to 3<sup>rd</sup>. **Stealing HOME is NOT allowed** at this level. This includes passed balls and throw backs to the pitcher.
11. There will be five (5) runs maximum scored per inning except the last inning. The maximum run rule for the last inning will be ten (10).
12. A twelve (12) run rule will be in effect after (5) complete innings (Mercy Rule). Complete innings must be played, unless home team is ahead.
13. All games are to be played with a running batting order. When using a running batting order, a player(s) may leave the game for any reason with no penalty given to that team. The roster will then be compressed.
14. An ASA approved facemask shall be mandatory for all pitchers at this level.
15. Home team is responsible for declaring rainouts (1 hour before game) and reporting the same to the league's official scorekeeper.
16. Home team is responsible for reporting the final score to the league's official scorekeeper within 24hrs.

17. All batters and base runners must wear an approved batting helmet with NOCSAE approved mask and fastened chin strap.
18. Catchers must wear chest, knee protectors, and face mask with throat protector at all times.
19. Uniforms: Uniforms must be worn by each player on a team and must be alike in color. An exception is when a player from another division is filling out the roster for another team and none of that team's uniforms are available. In this instance, the player shall wear the uniform from her own team even though it may be different in color and style.
20. A pitcher shall be allowed to wear sleeves under her uniform jersey so long as they are not optic yellow. A pitcher's glove may be of one solid color or multi-colored as long as the color(s) are not the color of the ball being used in the game being played. Since yellow balls are used exclusively in this division, a pitcher's glove shall not have any yellow or optic yellow color on it. If a pitcher is found to be using a non-conforming glove, the umpire will stop the game and require the pitcher to obtain a conforming glove.
21. A team fielding ten (10) players shall have four (4) outfielders; a team fielding nine (9) players shall have three (3) outfielders; and a team fielding eight (8) players shall have two (2) outfielders.
22. It is considered poor sportsmanship for coaches to encourage their outfielders to artificially play infield positions in lieu of the players in those positions. For example, the player at 2B or SS should cover the steal to second, not the center fielder. In general, coaches should be teaching the girls realistic positioning that would be not be inappropriate for higher levels of play.

## **Junior Rules**

1. Girls are 7<sup>th</sup>, 8<sup>th</sup> 9<sup>th</sup> graders. If you are a freshman in High School, you will be allowed to play at this level.
  - Any rostered Midget player in 6<sup>th</sup> grade with the approval of their sending organization and team coach may play with a Junior level team of that association in order to avoid a forfeit. In this case the number of team members must be 11 or less to call up a player. These names must be declared to the opposing team at the start. All players present are subject to minimum playing rules.
  - If your organization has enough players to support 2 teams you must perform an evaluation and proceed to a draft to divide talent evenly. If this is not adhered to then some penalties can be handed down from league representatives.
2. All Junior level play will be governed by ASA rules with the exceptions listed below.
3. All games are to be played with a running batting order. When using a running batting order, a player(s) may leave the game for any reason with no penalty given to that team. The roster will then be compressed.
4. There will be eight (8) runs maximum scored per inning except in the last inning. The maximum run rule for the last inning will be eleven (11).
5. A twelve (12) run rule will be in effect after five (5) complete innings (Mercy rule). Complete innings must be played, unless home team is ahead.
6. The pitchers' plate will be forty (40) feet from home plate and the bases shall be sixty (60) feet apart.
7. A 9<sup>th</sup> grade player cannot pitch.
8. A twelve (12) inch ASA approved softball will be used.
9. All players must play two (2) innings in a regulation game. If a game is shortened for any reason, each player only needs to play one (1) inning.
10. An ASA approved facemask shall be mandatory for all pitchers. Home team is responsible for declaring rainouts (1 hour before game) and reporting the same to the league's official scorekeeper.
11. Home team is responsible for reporting the final score to the league's official scorekeeper within 24hrs.
12. All batters and base runners must wear an approved batting helmet with NOCSAE approved mask and fastened chin strap.
13. Catchers must wear chest, knee protectors, and face mask with throat protector at all times while playing.
14. Uniforms: Uniforms must be worn by each player on a team and must be alike in color. An exception is when a player from another division is filling out the roster for another team and none of that team's uniforms are available. In this instance, the player shall wear the uniform from her own team even though it may be different in color and style. A pitcher shall be allowed to wear sleeves under her uniform jersey so long as they are not optic yellow.
15. A pitcher's glove may be of one solid color or multi-colored as long as the color(s) are not the color of the ball being used in the game being played. Since yellow balls are used exclusively in this division, a pitcher's glove shall not have any yellow or optic yellow color on it. If a pitcher is found to be using a non-conforming glove, the umpire

will stop the game and require the pitcher to obtain a conforming glove.

16. It is considered poor sportsmanship for coaches to encourage their outfielders to artificially play infield positions in lieu of the players in those positions. For example, the player at 2B or SS should cover the steal to second, not the center fielder. In general, coaches should be teaching the girls realistic positioning that would be not be inappropriate for higher levels of play.