

# Pony Tails Softball (12U)

Updated: Spring 2018

## General Rules:

1. All players must play two innings on defense. However, coaches are urged to play each player three (3) innings. Penalty is forfeit of the game.
2. Run limit per inning: five (5).
3. A team can start with no less than (8) players, there will be no forfeit if the coach wants to play the game. However, there will be an automatic out each time the ninth player would have come to bat.
4. Time limit: No new inning will start after 1 hour & 25 minutes. An inning starts when the last out is made in the bottom of the preceding inning. Once the last inning has begun, it will be played to its completion. A complete game will be six (6) innings. A game can end if a team is mathematically eliminated by the max run per inning rule as stated in #2.
5. Batting Rules: Each team will bat a continuous lineup. If a player has to be removed from a game due to illness or injury, no penalty shall be assessed & this player will be skipped in the lineup. However, once the player is skipped due to injury or illness, he shall not re-enter the game in any fashion. If a player arrives after the continuous batting order has been completed, the player shall be added to the end of the lineup. If the player arrives after the 3<sup>rd</sup> inning has begun, the player shall not participate in the game.
6. Pitching Rules: Pitchers may pitch up to four (4) innings in a game and six (6) innings in a week (Monday – Sunday).  
  
It is incumbent upon the Home Coach to ensure that the innings are logged in via the website within 24 hours after completion of the game. (Failure to comply or falsifying the numbers, could result in a forfeit by the Coach committing the infraction.)
7. All teams will bat in the same rotation order. Players arriving late will be entered at the end of the batting order. A player that gets sick and goes back into the game will bat in the same place in the batting order as when they left the game. All players will play All defensive outs unless injured, ill or per coaches definition unable to continue.
8. After the first warning to a player for slinging a bat, on the second occurrence, the player will be out.
9. All general rules apply to base stealing. Any and all runners may advance at their own risk. The base runner may NOT leave the base until the ball has left the pitcher's hand.
10. The catcher shall be required to catch the 3<sup>rd</sup> strike if there are two (2) outs or 1<sup>st</sup> base is unoccupied.
15. A pinch runner for the catcher can be used if there are 2 outs in the inning. The catcher must start as catcher the next ½ inning. The last out must be used.
16. If the game is tied after regulation time or regulation innings, the game will end in a tie. For tournament play, the international tie-breaker rule will be in effect.