



RULES
&
REGULATIONS

Pony

4th Grade Girls

Softball

The Bethel Recreation Association – (1) providing opportunity, facilities and leadership for the youth of the Bethel School District and those that reside in its boundaries to play in a safe, organized recreation leagues during the Bethel School District calendar year and (2) promoting safety, good sportsmanship and fair play”.

Pony -Softball-

4th Grade Girls Rules

RULE 1: PLAYERS, FIELD, EQUIPMENT & THE GAME

1. A Pony team will be composed of fourth grade girls.
2. When available, a team must field ten players (seven infielders and three outfielders or six infielders and four outfielders may be used).
3. A team must field a minimum of eight (8) players at the start of the game or they will forfeit that game after a ten minute grace period beyond the scheduled starting time.
4. Teams starting a game with less than eight players must insert late arrivals as soon as they arrive until all ten positions are filled. All players regardless of numbers must be inserted into the batting order.
5. All players arriving prior to the start of the 4th inning must play at least two defensive innings in a six-inning game. If the game is completed in less than six innings due to weather conditions or darkness, each player must play one inning in the field.
6. All players must bat in turn throughout the game. At no time will the batting order change. When players are unable to bat due to injury, leaving or other valid reasons, the official scorer must be notified. The batter is not out.
7. There shall be an unlimited re-entry rule for defensive positions.

EXCEPTIONS:

- a. A substitution may be made for any player at any time during a time out and the scorekeeper must be notified. The substituting player must stay at that position for at least one official at bat (a hit or out, offensively or defensively).
 - b. A player re-entering the game does not have to assume his former defensive position and/or replace a player that may have replaced him earlier. All positions may be re-occupied by a substitute player.
8. A regulation 11-inch softball shall be used.
 9. Infield fly rule not in effect.
 10. 50-foot baseline shall be used.
 11. Pitching distance of 35 feet shall be used.
 12. Metal cleats not allowed.
 13. Six innings will constitute a regulation game.
EXCEPTIONS:
 - A. A game “called” by the umpire due to rain, darkness or other warranting conditions.
 - B. No new inning may begin one hour and 15 minutes after the game’s scheduled start for the first game of a double header and the actual start for the second game. The game will end exactly after one hour and 30 minutes.
 14. A “called” game is considered complete when:
 - A. The losing team has batted four times.
 - B. Time limit has expired.
 15. A “called” game ending in a tie will remain a tie. Tie games may be completed if the above conditions have been met.
 16. Five (5) run rule:
 17. A team will be allowed to score a maximum of five runs per inning through the 5th inning. Sixth and subsequent innings all runs will count until three outs are made. This rule applies to games ending early due to weather, darkness or time limit.
 18. Official softball bats only are allowed.
 19. The National Federation of State High School Association Softball Rules shall be used as a guideline for all other rules concerning how softball is to be played.

RULE 2: BATTING & OFFENSE

1. Stealing not allowed (all grades). Base runner must remain in contact with base until ball is hit. Runners leaving early will be called out. No scoring on passed ball (a ball which get by the catcher after a pitch).
2. Runners must slide at home if there is a play on the runner coming from home to score (on dirt infield only). If there is no play on the runner coming home to score – catcher must get out of the way of the runner. Failure to slide when necessary is an out (umpires discretion – decision is final). No head first sliding unless returning to a base. Field conditions will determine if sliding is allowed. Umpires decision.
3. All players must bat in a continuous rotation throughout the game. Players arriving late must be immediately inserted at the bottom of the batting order. Players unable to bat due to injury, leaving or other valid reasons approved by the umpire will not be counted as an out – No bunting.
4. All offensive players on the field must wear helmets.
5. A player who throws the bat (or other equipment) in a manner that may cause injury is automatically out (discretion of the umpire). No runner may advance - dead ball.
6. A batter hit by a pitch does not take first base. It is a ball unless the batter swung, in which case it is a live ball.
7. A player gets the base he/she was running to on an overthrow, which goes out of the playing field 1st and 3rd base and home plate. Players on a base move up one base. An overthrow to first base entitles the runners to second base. All runners must then be advanced. The playing field should be agreed upon prior to the start of the game.

RULE 3: PITCHING & DEFENSE

1. Seven infielders and three outfielders or six infielders and four outfielders shall be permitted.
2. The pitcher's rubber shall be a distance of 35 feet from the home plate and the defensive pitcher must be in contact with the rubber until the ball is released.
3. Full windmill motion for pitchers is optional.
4. No walks are allowed.
5. After 4 balls by the opposing teams pitcher, the assigned pitching coach for the team comes out and pitches to his/her own player from the pitching rubber. He/she is limited to a certain number or pitches depending on how many strikes.
 - If there are no strikes, then the coach gets 3 pitches.
 - If there is 1 strike, then the coach gets 2 pitches.
 - If there are 2 strikes, then the coach gets one pitch.
 - If the third strike is fouled, then they get one and only one more pitch.
 - If the ball is not put in play, the batter is out.
6. There shall be an unlimited re-entry rule for defensive positions.

EXCEPTIONS:

- A. A substitution may be made for any player at anytime during a time out and the scorekeeper must be notified. A substituting player must stay at that position for at least one official at bat (a hit or out, offensively or defensively).
- B. A player re-entering the game does not have to assume his former defensive position and/or replace that player who replaced him earlier.
7. A pitched ball that hits a batter is a ball.
8. If the coach intentionally causes interference with the defense while serving as a pitcher, the runner or batter will be declared out.
9. If the coach accidentally is struck by a batted ball the ball is considered to be a dead ball. The call is no pitch – replay.
10. An 8-foot circle around the pitching rubber will be used to help stop play. Runners must be half way to then next base in order to advance when the defense (any player) has possession of the ball in the circle. The pitching coach cannot be in the circle during play. The umpire has the final authority to stop play.