

**GIRLS SOFTBALL**  
**MID SEASON INVITATIONAL INFORMATION**  
**2017**

**Mustang, Bronco, Pony  
Shetland and Pinto**

**TEAMS RESPONSIBILITY:**

-Have a binder prepared that includes:

- 1 copy of Medical Release/Boundary Notification/Age Key for each player
- A complete signed roster (will be kept by PONY DIRECTOR) prior to 1<sup>st</sup> game.
- Insurance from League
- Carry binder with you at all times during the tournament.

-Regular season team and player are allowed to only play on one team

-Be aware of **Mid Season** Tournament Rules.

-Report **30** min. before each of your scheduled game to the Field Director to flip for Home/Visitor, penalty loss of flip.

-Make sure to look at the Official Tournament Bracket after every game for any changes.

**LEAGUES RESPONSIBILITY:**

-Pass out **Mid**-Season Tournament Rules.

-Verify team rosters:

Ensure that teams are only being represented by regular season players and are currently on League team rosters.

**\*\*Teams may not pick up extra players for the tournament.**

Tournaments are fund-raisers for host leagues. Please make sure to inform parents that there will be an admission charge. (**\$3.00 for adults and \$1.00 for children/ 5-12**)

No ice chests or food will be allowed into parks by TEAMS or SPECTATORS.

## GIRLS SOFTBALL

### Mid - SEASON INVITATIONAL TOURNAMENT RULES 2017

1. Time Limits: All tie game will be decided with (ITB) International Tie Breaker. Starting at the top of the eighth inning, top of seventh (Shetland, Pinto and Mustang) **or at the end of the full complete inning in which time has expired; the run limit will be lifted** and each half inning thereafter. The offensive team shall begin its turn at bat with the player who is scheduled to bat last in the respective half inning being placed on second base (e.g., if the number five batter is the lead off batter, the number four batter in the batting order will be placed on second base. A substitute may be inserted for the runner. **(Only in Mustang, Bronco, Pony)** NOTE: If a team is in the tiebreaker and the absent player is the one who should begin the half inning at second base, do not declare an out. Instead, place the player whose name precedes the absent player's name in the line up on second base.

Shetland and Pinto

- One-hour time limit. (no new inning after 50 minutes)

Mustang, Bronco, and Pony

- One hour and fifteen minutes time limit. (no new inning after 1:10)

Time starts at the end of umpire/coach meeting at home plate; umpire will keep the official time, **if a Field Director is not present**. Scorekeepers will note exact starting time for each game.

Only team members will be allowed on field.

No extra coaches will be allowed at tournament.

**Four coaches for Shetland, Pinto, Mustang, Bronco, and Pony**

2. Mustang, Bronco, and Pony- a game may **(start)** with **8 players**. The ninth batting spot will be considered an out until a team player arrives.

Mustang, Bronco & Pony

1) Five (5) run rule per inning.

2) Run rule will apply if teams are leading by:

- 12 after 3 innings /10 after 4 innings/ 8 after 5

3) Pitchers may pitch the whole game.

4) All other PONY Girls Softball Rules are in effect. (RULE BOOK 2016: Fast pitch)

3. Tournament format will be a double elimination bracket. Individual trophies will be awarded to 1<sup>st</sup> 2nd. and 3rd with each team will play at least 2 games. Make sure that you follow the posted tournament bracket. Check the Official posted bracket after each game to insure that you know what time your next game will be.
4. All unsportsmanlike conduct will be reported to PONY officials. Appropriate disciplinary action will be taken as is warranted. Any coach who is ejected from the game will not be allowed to coach in the remainder of that game, depending on the infraction, coach may or may not be allowed to coach for the remainder of the tournament. Ejected coaches may be barred from the field at the discretion of the **Tournament Director** Tournaments are fund-raisers for host leagues. Please make sure to inform parents that there will be an admission charge. **(\$3.00 for adults and \$1.00 for children/5-12)**

## Shetland Rules:

1. The playing field specifications: pitching distance is 40 feet; bases are 55 feet. A line 10 feet in front of 1<sup>st</sup> and 3<sup>rd</sup> base will be drawn perpendicular to the foul line. Except for the pitcher and the catcher, no other player can be closer than 45 feet from home plate until ball is hit. A 10-foot arc will be drawn from the point of home plate between foul lines. A ball must travel on or beyond the arc to be a fair ball.
2. Each batter will hit off a tee located tip to tip to home plate. The umpire will be responsible for the bat and tee. Bats marked T-ball or T-bat (**baseball**) as well as Softball (Fast-Slow pitch) bats are legal, unless the bat is on the banned bat list
  - A) The box dimension will be 8 feet long by 3 feet wide.
3. The batter may not swing until the pitcher makes a pitching motion from the pitching rubber.
4. The batter will position herself in the batters box and may address the ball as the umpire holds the ball on the tee. The umpire will ask the batter if she is ready, and if so the umpire will remove his/her hand from the ball and give signal to play ball. If the batter addresses the ball after this, a strike is called and the ball is dead.
5. Contact, even partially, must be made with the ball; this will be a judgment call by the umpire. All balls hit foul or swung at and missed; even if the tee alone is hit will be a strike. After two (2) strikes, there will be an unlimited number of foul balls allowed, until one is hit fair or there is a strikeout by missing the ball, or hitting the tee alone.
6. The pitcher will take position on the rubber making an underhand pitching motion while remaining in contact with the rubber until the ball is hit. If the pitcher does not remain in contact with the rubber, there will be no penalty, if the batter and all runners advance at least one base, without being putout. If an out is made on the batter or base runners before there is an advance of one base, then the ball is dead and the batter and all base runners will advance one base from the base they occupied at the time of the infraction. There are no intentional walks.
7. For safety reasons it is better to have the catcher stand away from the batter until the batter has swung.
8. Base runners are not allowed to steal. They cannot leave the base until the ball is hit. Penalty runner is out. Dead ball
9. There is no infield fly rule.
10. When the ball is in the possession of an infielder and **in the judgment of the umpire all play has ceased, time shall be called by the umpire.**
11. Appeals may be made following a play and before the pitcher has made a pitching motion.
12. **One hour time limit, 6 innings, The game consist of 4 runs per half inning.** If a team is ahead by 9 runs after 4 innings or 5 runs after 5 innings the game is over. **If the game is tied at the end of 6 innings or at the end of the full complete inning in which the time limit has expired; the run rule will be lifted.** The International Tie Breaker will be in effect as follows: The offensive team shall begin its turn at bat with the player who is scheduled to bat last in the respective half inning being placed on second base (e.g., if the number five batter is the lead off batter, the number four batter in the batting order will be placed on second base. **NOTE:** If a team is in the tie breaker and the absent player is the one who should begin the half inning at second base, do not declare an out. Instead, place on second base the player whose name precedes the absent player's name in the line up.
13. Each team is allowed 4 members on the Coaching Staff: a Manager, (2) Coaches and a business Manager. On Offense 2 of the Staff can coach 1<sup>st</sup> and 3<sup>rd</sup> base. On Defense no staff is allowed in the field while the ball is alive. Only the coaching staff and players are allowed in the dugout. All Coaches must be wearing either a uniform or team shirt or shirt of same color.
14. Game can start with 8 players but the 9<sup>th</sup> and 10<sup>th</sup> player will be counted out. (2) outs
15. **All players will bat.** Players that arrive after the game has started will be inserted at the bottom of the line-up. Players that are injured during the game and who are no longer able to continue will be removed from the line-up without penalty. All other slow pitch rules apply.

No ice chests or food will be allowed into parks by TEAMS or SPECTATORS

## Pinto Rules

1. One-hour time limit, six innings, if a team is ahead by 13 runs at the end of 4 innings or by 7 runs at the end of 5 innings, whichever occurs first, game is over.
2. 6 - runs per inning. If a game is tied after six complete innings, or at the end of the full complete inning in which the time limit has expired; then the rule will be lifted and the **(ITB) International Tie Breaker will be in affect as follows**: The offensive team shall begin its turn at bat with the player who is scheduled to bat last in the respective half inning being placed on second base (e.g., if the number five batter is the lead off batter, the number four batter in the batting order will be placed on second base. NOTE: If a team is in the tie-breaker and the absent player is the one who should begin the half inning at second base, do not declare an out. Instead, place on second base the player whose name precedes the absent player's name in the line up.
3. Each batter is allowed four pitches. Umpires will call swinging strikes only and three will be an out (**including foul tip on third strike**). The fourth pitch will be an out unless hit fair or foul. (**unlimited foul balls**)
4. The infield fly rule is not in effect.
5. **T-Ball Bats are Illegal**. Bats must be ASA approved, Fast-Slow-pitch bats can be used. As long that they are not on the banned bat list.
6. **Gloves with white, grey circles or optic yellow on the outside, giving the appearance of a ball, are illegal for (all players)**. Pitcher's glove / or sleeve cannot match color of balls. Multicolored gloves are acceptable for all other players.
7. No defensive player except for pitcher who must be parallel to and 3 feet from either side of the pitching rubber and the catcher who must be within the confines of the catcher's box can be closer than 45 feet from home plate. When in the umpire's judgment these are not in effect prior to the pitch, no pitch will be called. There should be lines 10 feet in front of 1<sup>st</sup> and 3<sup>rd</sup> base but if not then it will be the umpire's judgment.
8. Only the players and coaching staff whose names appear on the roster will be allowed in the dugout. Pinto teams may have up to 4 on the coaching staff: Manager, Business Manager, and two coaches. All Coaches must be wearing either a uniform or team shirt or shirt of same color.
9. **Pitching Coaches**: Each team will provide it's own pitching coach. The coach pitcher must be one of the four coaches. The pitching distance is **40 feet**. The ball must be delivered to the batter in a safe manner and no arch required. Pitched ball is dead when it hits the ground. Batter cannot hit a ball that first touches the ground.

The COACH Pitcher cannot communicate with their players while on offense. Also, cannot communicate with the other coaches while the ball is live but can on a dead ball. If they do so, one warning will be given and if it occurs again during the game the COACH Pitcher will be removed from the COACH pitching position for the remainder of the game. Coach pitcher may call time to talk to other coaches. Time out is charged as one offensive conference. **After the ball is hit fair, the COACH Pitcher must clear to the opposite side of the field that the ball is hit, or move forward or back in order not to interfere.**

When the COACH Pitcher interferes with offensive player then the play stands. When the COACH Pitcher interferes unintentionally with a defensive player then the umpire has the option to call a base runner out, if intentional then the runner will be called out. Should a COACH Pitcher be hit with a batted ball then the no pitch will be called. **Remember: New Rule-The removal of the coach-pitcher is subject to all Pony Girls Softball rules and regulations.**

10. Game can start with 8 players but **an automatic out shall be recorded each and every time the batting rotation reaches the 9<sup>th</sup> and 10<sup>th</sup> position in the batting rotation**

**11. All Players will bat**. Players that arrive after the game has started will be inserted at the bottom of the line-up. Players that are injured during the game and who are no longer able to continue will be removed from the line-up without penalty. All other current PONY Girls Softball rules are in effect. (RULE BOOK 2016)

**\*\*Any rule interpretations/clarifications check with Tournament/Field Director first, then feel free to call Ed Sanchez - Regional PONY Softball Director at 493-3959\*\***

# GIRLS SOFTBALL ROSTER

DIVISION \_\_\_\_\_

TEAM NAME: \_\_\_\_\_ LEAGUE NAME: \_\_\_\_\_

<u>PLAYER'S NAME</u>	<u>BIRTH DATE</u>	<u>UNIFORM#</u>
1. _____	_____	_____
2. _____	_____	_____
3. _____	_____	_____
4. _____	_____	_____
5. _____	_____	_____
6. _____	_____	_____
7. _____	_____	_____
8. _____	_____	_____
9. _____	_____	_____
10. _____	_____	_____
11. _____	_____	_____
12. _____	_____	_____
13. _____	_____	_____
14. _____	_____	_____
15. _____	_____	_____

We verified that all players listed above are legal players in our league and are playing on the above mention team. We have also verified their birth dates on their birth certificates to ensure they are at legal age to play and are only playing on this team.

\_\_\_\_\_ BOTH SIGNATURES REQUIRED \_\_\_\_\_

**HEAD COACH**

**LEAGUE OFFICER**

**COACH'S NAME (Print Name)**

**WORK #**

**HOME #**

**CELL#**

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____