

GREAT BEND RECREATION COMMISSION PONYTAIL SOFTBALL LEAGUE RULES

1. **Player Eligibility:** This league includes girls in the 7th, 8th, and 9th grades of the current year or whose birth date is on or between September 2, 2001 and September 1, 2004.
2. **Registration:** Any youth wanting to sign up for a GBRC Youth Sports program must have their parents or guardian fill out and sign a Youth Consent Form and submit the appropriate fee at the GBRC office during the designated registration period. A one-week late registration period, with an increased fee, will follow the registration deadline for each youth sports program. Teams will be formed after this week. Sign-ups will be taken after the late registration week and placed on a waiting list to be utilized if players are needed to keep teams at optimum numbers. The individual will have to pay the late fee before they will be placed on a team and must be a player that is not on or just finished any current GBRC roster or similar outside competitive program. No player can be added for the tournament. Any individual signing up after the late registration week will not be guaranteed placement in the program.
3. **Teams:** No more than fifteen (15) players are allowed on a team roster when enrollment numbers allow. Ten (10) players are used in the field.
4. **League Play:** Each team will play a 8 - 10 game season. League play will conclude with a post season league tournament. No team will be allowed to play 4 games in one day, no exceptions. If this scenario happens then the 4th game will be played another day. Tournament will be extended. Tournament games could be as follows: During the week on normally scheduled days or a 2 day weekend tournament. Both league and tournament play will be completed by the July 31st.
5. **Games:** Games will be played on weekday evenings and will start in accordance to the game schedule.
6. **Game Time:** All warm-ups must be completed by game time. Game time is forfeit time. Each team must field eight (8) players at game time or forfeit. No automatic outs are recorded.
7. **Game Length:** Games will be seven (7) innings in length (6 1/2 if home team is leading). The umpire will announce last inning after 1 hour 15 minutes from the time the game begins. A game will be considered official after four (4) innings (3 1/2 if home team is leading) if called because of time limit, inclement weather or other reasons, except when there is a tie. Extra innings will be played if teams are tied.
8. **Home Team:** The second team listed on the schedule will be the home team who occupies third base dug out.
9. **Run Rule:** Five (5) run rule or three outs, whichever occurs first. 15 run rule after 3 innings (2 ½ if home team is leading); 10 run rule after 4 innings (3 ½ if home team is leading). **The umpire may announce last inning at anytime if time limit is approaching.**
10. **Field Dimensions:** The base lengths will be 60 feet. The pitching distance will be 40 feet. A defensive line will be marked at 110 feet with no defensive fielder allowed to cross the line until the ball is hit. 8' pitching circle. **Penalty:** The batter will be awarded 1st base or has the option to bat.
11. **Ball Dimensions:** This league will use a 12" regulation softball.
12. **Coaches:** 1st and 3rd base coaches are allowed in their coaching boxes on offense.
13. **Line-ups:** Coaches will be required to turn in a line-up card that includes player's first and last name and shirt number no later than ten (10) minutes before game time. Scorekeepers should not accept a lineup card without this information. Each player will be entered into the team's batting line up and will bat each time it is their turn. All players will play two (2) innings in the field and start defensively every other game. No automatic outs will be recorded.
14. **Jewelry:** No jewelry such as watches, rings, earrings, neck chains or bracelets are allowed (Exception: medical alert bracelets). Metal medical alert bracelets must be taped.
15. **Shoes:** No steel cleated shoes allowed. Rubber molded cleats are encouraged.

16. **Equipment:** The catcher must wear helmet, mask (with throat protector), body protector and shin guards.
17. **Helmets:** Batters, on deck batters, base runners and bat boys/girls are required to wear their helmets properly at all times (PENALTY: The offending team will receive one warning. A subsequent violation of the rule shall result in an out being called on the offender.)
18. **Batters:** The batter **may not** advance on a dropped third strike. An automatic out will be recorded. If the batter is hit by a pitch, before/or after the ball touches the ground, the batter is awarded first base. It is still a wild pitch even though it touched the ground.
19. **Bat Throwing:** The batter is responsible for the bat. Any batter throwing or releasing the bat which endangers players, coaches or staff will be called out with no runners advancing.
20. **Bunting:** Bunting is allowed. Squeeze plays are allowed in this league. With a runner on third, teams will be allowed to send a runner home when the batter is bunting or showing the attempt to bunt also on a wild pitch or passed ball. Penalty: The runner will be called out and the coach will be immediately ejected with the probability of suspension if a batter swings at a pitch near a runner. Safety of the players is the concern.
21. **Batting Out of Order:** Anytime the scorekeeper becomes aware of a player that batted out of order, the scorekeeper must bring the violation to the umpire's attention. If the error is discovered while the incorrect batter is at bat, the correct batter may legally take her place and assume any balls or strikes. All other batting out of order situations will be handled according to the Amateur Softball Association (ASA) Rule Book.
22. **Courtesy/Pinch Runners:** Courtesy/Pinch runners are not allowed, except in the case of an injury.
23. **Base Running:** Base stealing is allowed, however the runner may not leave until the ball is released from the pitcher's hand with the liability to be put out by the catcher. Umpires will warn each team once per game. After the warning, any base runner that leaves too soon will be called out by the umpire. Base runners will be allowed to steal second, third and home. Runners may advance on passed balls by the catcher. The batter may not interfere with the runner advancing from third to home; she must step out of the batter's box (PENALTY: Batter will be out; runner will be sent back to third).
24. **Overthrows:** A runner may advance as many bases as she can get on an overthrow if the ball remains in play. If the ball goes into dead ball territory, the base runner may take the base she was advancing to plus one additional base. Runners may advance on an overthrow from the catcher to the pitcher.
25. **Slide Rule:** No crash plays will be allowed. A runner who is effecting the defense from making a play, must slide or be called out. Contact with the fielder while sliding is not a crash play.
26. **Infield Fly Rule:** The infield fly rule **is not** in effect.
27. **In-between Innings:** At the beginning of each half inning, not more than one (1) minute may be used to deliver not more than (5) warm-up pitches or seven (7) for a new pitcher, when teams are hustling. Excessive pitches or time will result in a ball being awarded to the batter. In the event the catcher made the last out or stranded on base, a coach or player is encouraged to warm-up the pitcher to follow the one (1) minute guideline.
28. **Pitching Limitations: Regular Season and Post-season tournament: a pitcher may pitch ten (10) innings in any two consecutive games. Example: Game 1, the pitcher pitches 4 innings. Game 2, the pitcher has 6 innings left that they are able to pitch. Game 3, the pitcher has 10 innings minus the number of innings pitched in game 2. Doesn't matter how many innings were thrown in Game 1. Rain out games are not exceptions. A pitcher may not pitch in more than seven (7) innings in one game. One (1) pitch constitutes a total inning pitched.**
29. **Pitching Delivery:** Pitchers may use the modified, windmill or slingshot deliveries to make a pitch. With both deliveries, coaches should encourage accuracy above speed.

Modified: The pitcher shall hold the ball in both hands for not less than one (1) second and not more than ten (10) seconds before delivery. The pitcher must begin with both feet on the rubber and the pivot foot must remain in contact with the rubber until the pitched ball leaves the hand. The modified fast-pitch windup and delivery resembles the same action of a bowler bowling. The release of the ball must occur with the elbow locked.

Windmill or slingshot: With both feet in contact with the pitching rubber, the pitcher shall hold the ball in both hands for not less than one (1) second and not more than ten (10) seconds before releasing it. Both feet must remain in contact with the pitching rubber at all times prior to the step forward. The pitch starts when one hand is taken off the ball after the hands have been placed together. The pitcher may not make any motion to pitch without immediately delivering the ball to the catcher. The pitcher may not use a pitching motion in which, after having the ball in both hands in the pitching position, the pitcher removes one hand from the ball, and returns the ball to both hands in front of the body. The pitcher must not make a stop or reversal of the forward motion after separating the hands. The pitcher may not make two revolutions of the arm on the windmill pitch. A pitcher may drop the arm to the side and to the rear before starting the windmill motion. The delivery must be an underhanded motion with the hand below the hip and the wrist not farther from the body than the elbow. The release of the ball and the follow through of the hand and wrist must be forward and past the straight line of the body.

In the act of delivering the ball, the pitcher must take one step with the non-pivot foot simultaneous with the release of the ball. The step must be forward and toward the batter within the 24-inch pitching rubber. NOTE: It is not a step if the pitcher slides the pivot foot across the pitcher's rubber, provided contact is maintained with the rubber. Raising the foot off the pitching rubber and returning it to the rubber creates a rocking motion and is an illegal act. Pushing off with the pivot from a place other than the pitcher's rubber is illegal. This includes a "crow hop". The pivot foot must remain in contact with or push off and drag away from the pitching rubber prior to the front foot touching the ground, as long as the pivot foot remains in contact with the ground. The pitcher must not make another revolution after releasing the ball. The pitcher shall not deliberately drop, roll or bounce the ball in order to prevent the batter from hitting it.

30. **Intentional Walks:** Intentional walks cannot be declared. The pitcher must throw four (4) pitches beyond the strike zone for a walk to be awarded.
31. **Injured Player:** Any player who becomes ill or is injured and will not return to the line-up for the remainder of the game, will be skipped in the line-up with no automatic outs being recorded. If the player wishes to return to the game only on defense, an automatic out must be issued each time her turn at bat occurs.
32. **Protests:** Protests will not be allowed except concerning player eligibility. Questions about rule interpretations or judgment calls must be settled at the time they are brought to the umpire's attention. The umpire's decision is final.
33. **Other Rules:** All other rules will be followed by the KHSAA and Amateur Softball Association (ASA) Rule Book.
34. **League Awards:** First and second place medals will be awarded to players. The tie breaker procedure for teams in league award positions will be as follows:
 - a) Head to head competition.
 - b) If still tied, co-champions will be declared.
35. **Inclement Weather:** All postponed games because of inclement weather or other reasons, will be announced on KVGB, KHOK, KZXL radio and GBRC information hotline at **793-3755 ext. 4**, not before 4:00 p.m. of the day of the postponement. Also, Face Book and www.greatbendrec.net for information. Make-up games will be scheduled as soon as possible and coaches will be notified.
36. **Code of Conduct:** Players, Coaches and Spectators in the GBRC programs are expected to conduct themselves in a sportsmanlike manner. Unsportsmanlike behavior directed toward other players, teams, officials, coaches and fans will not be tolerated. This includes, but is not limited to, obscene gestures, cheating, hitting, disrespect to officials, or other behavior deemed inappropriate. If a player, coach or spectator is ejected from a game by an official or supervisor, then that person is automatically ejected from the next two scheduled GBRC games, and all practices occurring within this time period. A player may be warned; second warning results in automatic ejection. The Sports Supervisor will notify the players and coaches of the suspension.
37. **Drugs and Alcohol:** There will be no use of drugs or alcoholic beverages on or near the game/practice field or facility premises by managers, coaches, players, officials, GBRC staff or anyone concerned with GBRC teams during games, pre-game activities, or practices. One warning may be issued; or the person in question will be asked to leave the field and face indefinite suspension from any GBRC event or program.
38. **Weapons:** Weapons of any kind are not allowed on or at any GBRC site or facility. (at the discretion of the GBRC Staff.)