



MYBA/TR Recreation Softball

2025 Ponytails League Rules



1. General Rules

- 1.1. NFHS (National Federation of State High School Associations) rules and any state adaptations by the WIAA will be followed unless identified otherwise below by MYBA. www.nfhs.org
- 1.2. To be eligible to play in the Ponytails FASTPITCH League, players must be in 1st or 2nd grade as of May 1 of current year.
- 1.3. **Eight-player rule: 8 players are needed to start a game or a forfeit is called. A scrimmage game may then be played with less than 8.**
 - 1.3.1. No team shall borrow players from another team or move up players from a lower league to fill a roster for a game. If a team has fewer than 8 players at the start of the game that team shall forfeit the game.
 - 1.3.2. The commissioner has the ability to intervene if a team has a permanent issue fielding enough players to play.
- 1.4. Eleven players may take the field on defense. 6 regular infield positions and up to 5 outfielders.
 - 1.4.1. **Outfielders must remain on outfield grass or a minimum of 15 feet beyond the base path (on field with deep infields) until after the ball is hit. Outfields should play the outfield position and not be covering bases on the infield.**
 - 1.4.2. **In tournament games 5 outfielders may be used if both teams have enough players, if not then a max of 4 outfielders may be used.**
- 1.5. When batting all players must remain on their bench with the exception of the on-deck batters.
- 1.6. Every player at the game is required to play a minimum of two innings. If a player comes to a game late, they must be put into the game at the bottom of the batting order, with an effort to play two innings, but the two innings are not required.
- 1.7. **Coaches are highly encouraged to rotate players at different positions during the season.**
- 1.8. Bases are set at 60 feet
- 1.9. **There are no appeals. After the ball is dead, the umpire will make any calls that need to be made. Example: if a runner misses a base, the umpire calls the runner "out" after the ball is dead.**
- 1.10. The infield fly rule is not in effect.
- 1.11. Home team will occupy the first base dugout and be responsible to work the scoreboard. Both teams will be responsible to clean up the dugouts and put equipment away (bases, etc.) if it is the last game of the night.
- 1.12. Coaches on the field.

- 1.12.1. Batting team will be allowed to have coaches on 1st and 3rd base and one near home plate
- 1.12.2. Fielding team will be allowed to have 2 coaches in the outfield and one near home plate.
 - 1.12.2.1. The fielding team will provide a coach to backup the catcher to retrieve passed pitched balls to speed up the game. **Coach not to retrieve any live balls.**
 - 1.12.2.2. Outfield coaches **will** be allowed in games played in July and the tournament.
- 1.13. Games played the first week are scrimmages. No score will be kept during the game.
- 1.14. Length of Play:
 - 1.14.1. No new innings will begin after 1 hour 15 minutes from game start. If the 1 hour 15 minute mark is hit during an inning, the inning will be finished. Games will not be called in the middle of an inning due to time
 - 1.14.2. A complete game will be defined by 5 complete innings, the 1 hour 15 minute time limit, run rule or in the event of a weather shortened game, 4 innings (3-1/2 with home team ahead).
 - 1.14.3. Umpires are to notify both head coaches of the official start time.
 - 1.14.4. Rain out games in league play, if not completed through 4 innings (3 & ½ with home team ahead), will be cancelled and not included in league standings. Rain outs will not be rescheduled.
 - 1.14.5. A 4-run limit will be in effect for all innings except any innings starting after 1 hour, when there will be no run limit. Unlimited innings will require 3 outs to be made by the team in the field. The 5th inning is always an unlimited run inning if the game goes that far.
 - 1.14.6. **New inning starts when the 6th out of the previous inning is made.**
 - 1.14.7. Regular season games that are tied at the 1 hour 15 minute time limit will end as ties.
 - 1.14.8. Run rule – If the home team is leading by 10 or more after 4 innings, the game will be considered complete and no new inning will happen.
 - 1.14.9. Tournament championship game shall be played to 5 innings unless run rule limits are in effect
 - 1.14.10. **Tournament games that are tied at the end of the 1 hour 15 minute time limit (or Championship Game after 5 innings) will use the international tie breaker rule for extra innings.**
 - 1.14.10.1. The last player to make an out in the previous inning starts at 2nd base.
 - 1.14.10.2. Each ½ inning will be required to be played until 3 outs have been made.
 - 1.14.10.3. Tournament games will be played until a team has a higher score at the bottom of an inning.

- 1.15. When an umpire observes anyone required to wear a batting helmet deliberately remove their batting helmet while in the field of play, the umpire shall issue a warning to the coach of the involved player's team. All subsequent violations of the rule shall result in player being restricted to the bench for the remainder of the game.
- 1.16. One new and one "good" used ball will be used at each game. (11" yellow soft core/flexiball softball required)
- 1.17. Catchers should keep their equipment on when not at bat.
- 1.18. Each sighting of lightning will result in a 30 minute delay.

2. Pitching

- 2.1. Pitching mound will be approximately 35 feet from home plate.
- 2.2. A pitching machine will be used by the coach from the batting team. No player pitching.
- 2.3. A player will be placed at the pitcher's position and must field their position (within pitcher's circle) when the coach is pitching using the pitching machine.

3. Hitting

- 3.1. Bunting will not be allowed during games.
- 3.2. Every player at the game must be put into the batting order. If a player comes late, they will be entered into the game at the end of the batting order.
- 3.3. Teams not batting a player in the 9th position shall take an out at that spot of the lineup. This includes situations due to player injury or illness. **(Modified to only take an out in the 8th position for 2023 season based on small team sizes)**
- 3.4. Player Injury Rules
 - 3.4.1. If the umpires and coaches agree that a girl cannot continue in the game due to injury or illness, that player may be removed from the line-up without penalty, unless rule 3.3 applies. Make sure you check with the umpires and the opposing coach before removing anyone from your line-up.
 - 3.4.2. If a player is injured on the base path, the player who recorded the previous out will take their place. There will be no pinch runners for players with preexisting injuries.
 - 3.4.3. If a player is injured in the middle of their at bat, the next batter in the lineup will start with a 0-0 count and no out recorded. The player can bat again during their next at bat if the player is no longer injured.
 - 3.4.4. Any player who misses an at bat due to injury or illness will not be allowed to continue in the game.
 - 3.4.5. Any player who is removed twice in one game due to injury or illness will not be allowed to continue in the game.
- 3.5. Any player who leaves a tournament game other than for injury or illness will be recorded as an out in the lineup.
- 3.6. A pitched ball is live even if it rolls to the plate. The batter can swing at the ball.
- 3.7. No walks will be allowed.

- 3.8. Batters cannot foul out unless the ball is caught by a fielder.
- 3.9. **Batters can strike out.**
 - 3.9.1. 3 swinging strikes or 6 total pitches from the pitching machine. If the batter fouls tips the 6th pitch they will continue to get another pitch.
 - 3.9.2. **During the first week** of the season a tee will be used after 3 swinging strikes. The batter will be given 2 swings to put the ball in a live play situation.
 - 3.9.3. Hitting off a tee will not be allowed after the first week of play or in the tournament.
- 3.10. Should a batter be hit by a pitch while in the batters' box, the pitch will be called a ball but the batter will NOT advance to first base.
- 3.11. Any ball that hits the pitching machine, pitching machine coach, or bucket is a dead ball and each runner advances one base.
- 3.12. A team will receive one warning by the umpire if a player throws the bat. Any future player on the team that was warned will be out.
- 3.13. Bats shall be Fastpitch Softball bats certified to ASA/NSA/USSSA with a max Bat Performance Factor (BPF) of 1.20. Bats shall have a max length of 30" and max barrel diameter of 2-1/4". Baseball and slow pitch softball bats are not allowed. **4.**

Base running

- 4.1. No stealing will be allowed.
- 4.2. Base runner may lead off after the ball crosses the plate.
 - 4.2.1. If the runner leaves early a dead ball is called/no pitch.
 - 4.2.2. For the first offense of leaving early a warning will be given.
 - 4.2.3. A second offense for the team will result in the runner being called out.
 - 4.2.4. The runner may be put out on a throw from the catcher after leading off.
 - 4.2.5. The base runner may not advance on a throw from the catcher if the ball is overthrown or misplayed by the defense.
- 4.3. A base runner at 3rd base cannot advance to home plate on a dropped or passed ball.
- 4.4. On a dropped third strike, the batter is out. The batter may not attempt to go to first base.
- 4.5. **Base runners will not advance on overthrows.**
- 4.6. **On balls hit to the outfield, once the ball is possessed by a player on the infield (Example: Outfielders cannot run the ball into the infield):**
 - 4.6.1. Base runners that are **more than ½ way** to the next base, may advance at their own risk to the next base.
 - 4.6.2. Base runners that are **less than ½ way** to the next base, must return to the previous base.
- 4.7. Courtesy runners are encouraged for catchers on base with 2 outs in the inning. The intent of the courtesy runner rule is to speed up the game and avoid unnecessary delays. If the player being substituted out is not in the catcher

position when their team takes the field during the next half inning, their team shall forfeit any runs scored from the previous half inning when their team batted.

- 4.8. No metal cleats
- 4.9. Double "Safety" base will be used for first base for all youth league games.
- 4.10. Sliding is encouraged when a play is being made at the base.

5. Conduct

- 5.1. Profanity will not be tolerated toward any individual or group by anyone involved with the Junior League. Excited utterance will be looked at on an individual basis.
- 5.2. No Smoking by coaches, players or umpires in the immediate area of the playing field while they are involved in the game at hand.
- 5.3. Drugs or alcohol will not be consumed prior to or during a game or practice that you are involved in as a coach, umpire or spectator.
- 5.4. Parents are requested to provide black shorts, sweatpants or wind pants on game days. Baseball caps are optional - if worn, caps cannot display any local advertisements other than team sponsor. Bandanas are not allowed.
- 5.5. **No jewelry may be worn during game play.**
- 5.6. If a coach is ejected, he/she must also take a one-game suspension.
- 5.7. A player is not allowed to change or switch teams, unless the TR Director of Parks & Recreation or MYBA Fast Pitch Softball Commissioner, based upon his/her investigation of the situation, deems a change is necessary.
- 5.8. If a player quits the team, the league supervisor must be notified in writing by the coach as to the reason the player quit.
- 5.9. All concerns and complaints will be turned over to the MYBA League Commissioner. Any questions call Kenny Shillcox at 793-5594 in Two Rivers or Adam Hall 414-731-3140 in Manitowoc.