

# **HARRISBURG YOUTH ATHLETICS**

## **MUSTANG GIRLS**

### **KID PITCH GIRLS LEAGUE RULES**

MUSTANG LEAGUE takes the developing young players into the full game of softball.

#### **PLAYING FIELDS**

- A. Distance between bases: 60 feet
- B. Pitching distance: 30 feet

#### **EQUIPMENT**

- A. The batter, players in the on-deck batting area, and base runners are required to wear batting helmets.
- B. Catchers are required to wear a mask with protective throat guard, chest protector, shin guards, and protective head gear, which gives protection to the top of the head when catching behind the plate. Any player serving as a catcher to warm up a pitcher shall wear a mask, whether the pitcher is warming up from the mound, in the bullpen, or elsewhere.
- C. Each team will be issued 4 batting helmets, 1 dozen Softballs, catching equipment, equipment bag, and a key, which opens the storage shed, lights, and restrooms.

## MUSTANG GIRLS - PLAYING RULES

- A. The official playing rules, with the exceptions and variations contained in this handout, shall be “official softball rules,” as contained in the Pony League Rule Book
- B. Your teams batting order will be set at the start of the game, and will consist of ALL your team members at the game. You will bat your ENTIRE roster. Three outs constitute an inning, or five runs may be scored each half inning regardless of the number of outs. When five runs have scored, the sides change (i.e. three outs per inning or five runs, whichever comes first).
- C. No walks will be allowed. If the pitcher throws four (4) balls then the coach will be allowed to throw three (3) strikes or hittable balls to the batter, Have umpire stay in position to call the pitch and if batter doesn't swing at a hittable pitch then a strike will be called. If the batter does not hit any of the three pitches, then the batter is to be considered an out. Catcher should remain in their normal catching position.
- D. NO stealing allowed.
- E. NO advancing any bases on a wild pitch or passed ball.
- F. No runner at 3<sup>rd</sup> base will be allowed to advance home on a wild pitch or passed ball.
- G. Over throw from catcher to pitcher, the runner at 3<sup>rd</sup> base will not be allowed to advance home.
- H. If there is an overthrow, each base runner may advance ONLY one base.
- I. On a dropped third strike, the batter is out.
- J. BUNTING WILL BE ALLOWED
- K. There is no infield fly rule
- L. Teach your players how to slide and instruct them to slide at all bases excluding first base.
- M. You may use a COURTESY runner for your catcher. Please use the player that made the last out from the previous inning first.
- N. It is mandatory that all players on the team must play in at least two innings of each game (Six outs at a defensive position).
- O. Maximum number of players allowed to play defense is 10 but the extra player must be a 4<sup>th</sup> outfielder. The extra player cannot be put in any infield position.

- P. Every effort will be made to play all games. If you have less than 9 players, you have two options: 1.) you may borrow a player from the other team you are playing or 2.) you may borrow a player from other teams in your league. If you borrow any player they can **ONLY** play the outfield positions and must bat in the **LAST** position in your batting order. No games will be forfeited.
- Q. The home team will be the official score keeper.
- R. The home team will occupy the third base dugout.

### **MUSTANG GIRLS - PITCHING RULES**

- A. Any team member may pitch, subject to the restrictions of the pitching rules
- B. Pitchers shall not pitch in more than three innings on the same calendar day. Pitchers, when pitching in more than one game on the same calendar day, may pitch any combination of innings in those games, provided they do not pitch in more than three innings.
- C. As soon as a pitcher delivers one pitch to a batter, the pitcher shall be considered as having pitched one inning.
- D. Any pitcher withdrawn from the mound and/or line-up, or a pitcher, who is withdrawn from the mound and stays in the game at another position, shall NOT be permitted to pitch again in the same game.
- E. If a relief pitcher comes in "Cold," the umpire shall allow the pitcher to warm up properly with at least eight warm up pitches. (Five warm up pitches between innings).
- F. No intentional walks. Violation of this rule will be immediate removal of the pitcher.
- G. Pitchers in violation of any of the pitching rules shall be considered ineligible players. Penalty for use of an ineligible player shall be immediate removal of the player from the line-up.

## MUSTANG GIRLS - LENGTH OF GAMES

- A. Regulation game shall be six (6) innings in duration
  - 1. When a game is tied at the end of regulation length, it shall go ONE (1) extra inning.
  - 2. When the score is tied at the end of the SEVEN (7) innings, the game shall be declared a tie game.
- B. COMPLETE GAME: If a game is called for any reason, it is a complete game if four (4) innings have been completed or if the home team has scored more runs in three (3) innings or three (3) and a fraction innings, than the visiting team has scored in four (4) complete innings.
- C. If a game is called for any reason in an uncompleted inning, after reaching complete game length as described in Section B, and the visiting team ties the score or takes the lead in the uncompleted inning, and the home team does not tie the score or retake the lead in its portion of the uncompleted inning, the score from the previous completed inning will be official.
- D. 10 RUN RULE: If a team is leading its opponent by at least 10 runs after four (4) or more complete innings have been played or after three and one half (3 ½) innings if the home team has a 10 run lead at the end of its fourth inning, or before the completion of its fifth inning, the game shall be terminated and the team in the lead will be declared the winner.

## SCHEDULE

- A. Scheduling and rescheduling of league games shall be the responsibility of HYA.
- B. Rain date: Supervisors will do all the re-scheduling.
- C. Every effort should be made to **START THE GAMES ON TIME** and end them on time.
- D. Games CAN last one hour thirty minutes. No new innings will start after one hour and ten minutes. In May **ALL** games will end at 9:15 PM.

## MANAGERS AND COACHES

- A. Adult coaches may be used in either or both the first and third base coaching boxes.
- B. If a manager or coach goes onto the playing field to talk to any player or players more than once in a half inning, while the same player is pitching, a pitching change will be made. The only exceptions to this rule shall be in case of injury, or if time is called by the opposing team or by an umpire.
- C. Umpires shall not permit more than one offensive time out in each inning to allow a manager or coach to talk with a batter.
- D. Coaches, the time between innings is very important. Do everything you can to be organized and to speed the game up. Coaches may need to help the catcher put the catcher's gear on to speed the game up.
- E. Each coach shall have the player's medical release form on hand for all practices and games.
- F. **Make sure all TRASH** in your dugout is picked up and thrown away after every game. **Make your players HELP.**
- G. Protests are not permitted. The decision of the game umpire is final.

(Feb 9, 2020)