

FAST CLUB

RULES OF PLAY-PONY LEAGUE

(Revision 4/30/06)



MISSION STATEMENT

The main objective for the Pony League is to get the 3rd and 4th grade girls to understand the structure of an actual game and to work on the most basic of fundamentals. The objective of the coach is to do his/her best of showing the young female athlete these basic fundamentals along with good sportsmanship. Sportsmanship is important, like cheering on her fellow players and respecting the rules of the game and also respecting the rulings of the umpire. This also should be adhered to by her parents/guardians. The most important thing is that this young lady is to have fun and to leave a positive attitude about the game of fast pitch softball.

1. Except for the following, WIAA rules will be used.

2. BASE RUNNING

- a. Runners may leave base upon a ball leaving the pitchers hand. They may be allowed to take up to a three step lead.
- b. There will be no stealing at any time.
- c. Batters may not run on a dropped third strike if the catcher does not catch the ball.
- d. Runners must slide or avoid contact on a close play at any base or home plate. If the runner does not do so, it will first result in a team warning. After that, any close play where a runner does not slide will result in an automatic out. This call will be made by the determination of the umpire and will not be appealed.
- e. Unless making a defensive play, the catcher cannot interfere with the runner.
- f. If a runner leaves early, she will return to the base she was on. This will constitute in a warning. After the initial warning, the runner will then be called out.

3. BATTING ORDER

- a. Teams will bat their roster; i.e. all players in the order they are listed on the line-up card. Once a lineup card is submitted, the order cannot be changed.
- b. Late players will be added to the lineup card.

4. BUNTING

Bunting will be allowed.

5. PITCHING

We have decided that this will be a “coach pitch” league. However, if both head coaches agree that they have an adequate pitcher to pitch in a wind mill fashion, they will both use those pitchers at the beginning of the game. If the game happens to drag on because of inconsistency of pitching, both coaches will decide to revert back to “coach pitch”. We want to try keeping a good pace of the game and if at all possible we want to get a complete 6 inning game completed. It has also been decided that when coaches are pitching, the batter will be allowed the maximum of 7 (seven) pitches per each batter to keep the game moving. After seven pitches tossed by the coach, or if the batter swings three times and misses the batter will be declared out. We will also try to emphasize that the coach tries to deliver the ball in more of a direct manner- we don’t want to lob the ball in because it will create bad hitting mechanics.

6. DIAMOND DIMENSIONS

- a. Thirty foot pitching distances. The home team will be responsible for supplying the pitching plate.
- b. Baselines will be sixty feet.
- c. The home team is responsible for setting/checking base and pitching mound distances.

7. PLAYING THE GAME

- a. While playing in the field (defense), teams will field ten players.
- b. There will be no walks in the Pony League. If the batter receives four balls, which constitutes a walk, that batter will then proceed to hit the ball off the tee.
- c. If a team does not have at least eight players and is not ready to start play by ten minutes past the schedule start time, that team will forfeit the game. If neither team has eight players it will be a double forfeit.
- d. Once a game has started, a team may play with less than ten players, but no less than eight players.
- e. Intentional walks will not be allowed.
- f. When a batter is hit by a pitch, the batter will then hit off of a batting tee. If that batter is unable to hit, the prior will hit for the batter.
- g. Each team can only score four runs per inning. In the last designated inning the four run rule will be lifted. The home team retains its right to bat in all cases.
- h. No more than six players are allowed defensively in the infield.
- i. In the case of a balk, the base runners will be allowed to advance a base, but cannot advance to home plate. The batter will also be awarded a ball.
- j. The Pony League will use an eleven inch "IncrediBall" for all of its games.

8. ELIGIBILITY

- a. In order to play in the Fast Club Pony League, you must be a girl in 3rd and 4th grades during that signup year. Girls may be allowed to sign up before 3rd grade but not after 4th grade and must be permitted by her guardian to do so.
- b. All players in the Fast Club must be registered and paid before they can practice or play in any games. The insurance waiver must also be signed.

9. GROUND RULES

Ground rules will be discussed and agreed to prior to the start of the game.

10. INFIELD FLY

The infield fly rule will not be in effect in The Pony League.

11. INNINGS

- a. All games, including rain games must go six innings.
- b. Time Limit: For regular games, no inning will start after two hours. For double headers, no inning will start after one hour and fifteen minutes. For time keeping purposes, the next inning starts immediately after the third out of the previous inning.
- c. A fifteen run rule will be in effect at the end of four full innings of play.
- d. In case of a tie game, it is played out or until darkness. The last full inning will prevail. (Game is tied.)

12. LINEUPS

At the discretion of the coach, all players who attend practices and games regularly are to play a minimum of three innings.

13. OVERTHROWS

If the ball is in fair play (between the foul lines) the runner(s) may advance as far as they can and be played on at any base. Should runner(s) be between bases when the overthrow goes out of play they may advance to the next base they are going to and one additional base.

14. RAINOUTS

- a. When radio announcements are made with the Recreation Dept. games will be canceled, then Fast Club games will be considered canceled also. If only partial diamonds throughout the city are considered canceled, then the coaches will call the Pony League Commissioner for a final judgment.
- b. Except as above, the coaches shall rule on the rainouts.

- c. Rain games will be rescheduled at the convenience of the coaches. If a game has four innings of play, then the score at the end of the four innings will constitute a complete game.

15. SUBSTITUTIONS

- a. Substitutions must start no later than the third inning. If it appears that the time limit for the game will be exceeded, substitutions will start prior to the third inning.
- b. Reentry is allowed at any time. Players may play any position upon reentry.

16. UNIFORMS

- a. All players must wear a shirt and shorts that are provided by Fast Club. No shirt-no play.
- b. Players must wear helmets while at bat, on deck, on base and also if coaching the bases
- c. The first offense by any player in a single game will be a "Team" warning. The second offense by any player will result in an automatic out.

17. COURTESY RUNNER

As a speed-up rule, you may substitute a runner for the catcher should she be on base when there are two outs. This will allow the catcher to get her equipment on. Additionally, if an injury to a runner occurs during the game, a substitute runner shall be permitted for that injured player. The injured player shall not be allowed to reenter until her next at-bat or the end of the half inning. The substitute runner shall be the player making the last out preceding the injury.

18. JEWELRY

No jewelry, with the exception of prescription glasses will be allowed. This rule will be strictly enforced.

19. INJURIES

Should a player become injured such that blood is present, that player should have the bleeding stopped and a bandage applied before play can continue. If it is not possible to prevent the presence of blood in a reasonable period of time, five minutes or less, then that player will be removed from the game until a time when blood is no longer present. The injured player shall not be allowed to reenter until her next at-bat or at the end of the half inning. Any player will be allowed the substitute defensively for that injured player.

20. UNSPORTSMANLIKE CONDUCT

Coaches, players, and/or fans that are guilty of unsportsmanlike conduct will be removed from the game and will be dealt with by the President of Fast Club. This also is subject to the barbing and/or harassment of any umpire at any time. This will not be tolerated in any way, shape, or form.

21. TOBACCO RULES

There will be no tobacco products allowed by coaches and assistants at any time during games and/or practices. Also make note that there is no smoking allowed on Oshkosh Public School property and could be subject to a fine from city authorities.

22. CONCESSION STANDS OCCUPATION POLICY

The home team will be in charge of manning the concession stand during that game and will be coordinated by the head coach of the home team. If at all possible, please do not allow younger children inside of the concession stand. It is also understood that the concession facilities will be thoroughly cleaned (along with the popcorn machine) and the money will be tabulated and collected by the proper financial representative. There will also be a financial statement on a clipboard which will have to be filled out at the completion of the days' softball activities.

23. FAST CLUB TOURNAMENT ROSTER RULES

It is understood that if a team is short players for a Fast Club tournament game, they will be allowed to pick up a player from within the league to complete a nine player roster. They cannot use a Junior or Senior League player and she also cannot play the pitching position. The following picked up girl can only the outfield position and must bat in the bottom of the batting order. Prior to the game, the umpire and the opposing coaches will be informed of the girl and/or girls that have been picked up. If one of the original team's girls appears during the game, the girl who was picked up will then be

replaced immediately. During the tournament, and only the tournament, it will be “coach pitch” only to keep the playing field as even as possible. It will also be understood that players will only play a position for three innings and will not return to that position for the rest of the game. We want to encourage diversity.