

**12U/14U Division Softball Rules**  
**Revised 2/2015**

Game Length: Games will be six (7) innings in length with no new inning to start after 1 hour and 30 minutes or with safe light conditions exist as determined by the umpire. If game is stopped for unsafe light conditions, the score reverts back to the last completed inning.

Rules: Playing rules will follow in order of precedent: Hemet Youth house rules, followed by PONY Softball rule book.

- Pitching distance will be set at 43' for 14U, 40' for 12U (if applicable)
- A 12" softball shall be used for league play
- All players attending the game will bat. Players arriving after the start of the game will bat at the end of the line up.
- Player(s) leaving the game early due to injury or illness will receive an "out" the first time the players batting turn occurs. Any subsequent at-bats for the same player will be skipped with no penalty.
- Mandatory Play Rule: No player will sit in the dugout consecutively more than one defensive inning. Penalty: Manager ejected from game.
- Lead-offs are allowed only after the ball has left the pitcher's hand. Leaving the base prior to the ball leaving the pitcher's hand constitutes an out.
- Ball is DEAD when hit into foul territory.
- 2 minutes between innings and 5 warm up pitches.
- When changing a pitcher in the middle of an inning, the pitcher is allowed 1 minute for warm ups and/or 5 warm up pitches. Pitchers can pitch four (4) innings a game, seven (7) innings in a calendar week, with mandatory 48 hours rest in between games if two (2) innings are pitched in the prior game.
- Hit Batter – it does not matter how the ball hits the batter by the pitch (in the air or hit the ground first). It is a dead ball and batter is awarded first base.
- Walked Batter – The batter becomes a base runner and can advance to the next base at her own risk prior to the next pitch being delivered.
- Bunting is allowed.
- Dropped 3rd strike rule is in effect (R9 S2) – when a catcher fails to catch the third strike before the ball touches the ground when there are less than two outs and first base is unoccupied, or if there are two outs (regardless of base occupancy).
- Five(5) run rule max per inning, unlimited runs on seventh inning only if reached.
- No substitute runners unless there is an injury.
- Coach conferences with team: 1 per inning, 2nd will result in removal of pitcher. Only 3 conferences per game.
- Home team to keep official scorebook.
- No arguing with the umpire of judgment calls. Protest of rule interpretations will be directed to the umpire by the coach immediately following the rule infraction, once time is called. The coach must show the stated rule in the rule book within three minutes. The umpire will then render his/her decision. All protests cease at this point.
- Coaches must behave in a responsible manner and be a positive role model; no dissension towards umpires, opposing player or spectators will be tolerated. Coaches are responsible for the behavior of themselves, their players and their spectators.
- Coach and Team Parent: Please have your players clean up around the dugouts and field after each game.
- All players and coaches must be in full uniform while on the field during a game.