

AMA PONYTAIL SOFTBALL RULES & REGULATIONS

14U DIVISION

1. **RULES:** The umpire team is in full control of the game and will be umpiring the game within the rules set for in the current NSA Rule Book, with the following exceptions:
2. **Ages:** Must be 12, 13 or 14 years old – player age is determined by age ON December 31st of previous calendar year.
3. **General:**
 - i. The fields will be prepared for games by both teams that have the first game of the day. Designees are acceptable. Failure to comply could result in forfeiture.
 - ii. Team listed 1st on schedule will occupy 3rd base dugout as the Home Team.
 - iii. Home team is responsible for scorebook.
 - iv. Home plate umpire will keep official time.
 - v. Only listed coaches or assistants with cleared background checks are allowed on the field.
4. **Players** – The defensive team shall consist of (9) players in the field.
5. **Substitutions** – Free substitutions will be allowed. If a player or substitution returns to the game, player or substitution must return to the original batting order. There will be no DH rule.
6. **The Game** – A game will consist of 7 innings. No team will be allowed to earn more than 7 runs **ahead** in one inning. Game duration will be 1 hour and 20 minutes on weekdays and 1 hour and 50 minutes on weekends. In case of rain or darkness, a game is considered complete at the end of 4 innings of play OR if any on team is ahead by 15 runs at the end of 5 innings. No new inning may begin after the time limit has elapsed. If the time limit expires during an “at-bat”, the batter will finish their “at-bat”. The winning score will revert to the score at the end of the last full inning.
7. **Pitching** – All ages will pitch from 43’ and use a 12” ball
8. **Batting** – Teams will be allowed to bat their entire roster. The team’s official roster will be reviewed by each team prior to the start of the game. Any change in the roster or batting order other than a substitution will result in an automatic out. Any player entering the game after the start of the game not listed on the roster batting order will only be allowed to enter as a substitute.
9. **Dropped Third Strike:** The dropped third strike rule states that if the third strike (called by the umpire) has not been caught by the catcher, the batter may then become a runner and proceed to 1st base if not occupied.
10. **Base Stealing** – Base stealing will be allowed as set forth in the current NSA Rules. A player may advance on an overthrow to the pitcher. An overthrow occurs if the pitcher is outside the circle and drops the ball or if the pitcher is in the circle and drops the ball and ball rolls outside the circle. Advancement by a runner can take place on an overthrow by the catcher to the pitcher during the pitching sequence at the risk of being put out. Stealing home is allowed as set forth in the current NSA Rules.
11. **Leading Off Bases** – A runner cannot leave the base until the ball has left the pitcher’s hand. Runners will be called out if they leave the base too soon. There will be no warnings.
12. **Sliding** – When there is a play at home plate, players must slide to avoid upright collision. If a player collides with a catcher in an upright position, the batter/runner will be called out.