

2019 Rules for Ponytail Fastpitch Grades 5 & 6

1. 15 run rule after 3 innings and 10 run rule after 4 innings.
2. Game time is 12:30 pm unless arrangements have been made between coaches.
3. If rain threatens the playing of games, the traveling team should be called no less than two hours prior to game time.
4. Please stress **fundamentals** and teach proper **sportsmanship**.
5. Helmets and catchers masks **must** be worn until players cross home plate. **Batter facemasks are required.**
6. Games are 5 innings in length. A two hour time limit has been set by the league for each doubleheader. No new inning can start after 3:00. If coaches agree you can start a new game after the first hour.
7. Bases should be 60 feet.
8. May steal when ball crosses the plate.
9. No stealing home or from a passed ball unless directly played upon.
10. Umpires are encouraged to use a big strike zone (shoulders to knees, outside and inside corner).
11. No metal spikes.
12. On a third strike the batter is out if the ball is dropped by the catcher.
13. For all games the count is **4 balls -3 strikes - START WITH 1 STRIKE)**
14. Infield fly ball rule is not in effect.
15. **Pitching rubber is 40'.**
16. **A 9-batter rule will be in effect.** After the 9th batter, if there is not 3 outs the inning will change and the other team will come to bat. The inning will be played out on the 9th batter. If the 9th batter is walked, runners on second & third will score. **Fielders should throw the ball home and ball will be dead.**
17. The size of ball is 12" for 5th and 6th grade games, the same size used for 14U and 18U.
18. **Mandatory** courtesy runner for catcher (player who made last out of previous inning is runner).
19. All players should bat and play in the field during each game. The batting order should consist of all the players on the team. This includes tournaments. Players should play in the field equal amounts each game. At this level we are striving to have fun and give everybody an equal chance to play. Coaches are encouraged to flip the batting order the second game and to vary the positions the players play.
20. **How it works.** If a team has 15 players, then their batting order would contain 15 players. If a player sits out one inning, they **must** play the next inning. This rotation will continue so each player has **equal** playing time. This means some of your better players will need to sit out to.