

STANDING RULES

(Approved September 14, 2026, by the 2026-27 Redondo Sunset Executive Board)

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Mission Statement

Redondo Sunset Youth Baseball and Softball League is committed to creating a community where sportsmanship, positive role modeling, and personal growth are the cornerstones of every game, practice, and interaction. We believe that character comes first, and that our coaches, volunteers, families, and players must all uphold the highest standards of respect, fairness, and integrity both on and off the field.

We further believe that by attracting the greatest number of participants and retaining them in an environment that is fun, inclusive, and focused on skill development, the league will naturally be competitive in the long term. Sportsmanship goes hand in hand with success.

1. League Structure & Governance

1.1 League Definition

Redondo Beach Sunset Youth Baseball League, Inc., a California public benefit nonprofit corporation, operates the baseball and softball league commonly known as Redondo Sunset Youth Baseball and Softball League ("Redondo Sunset" or the "League"). See the League bylaws for more information:

https://redondosunset.com/wp-content/uploads/2022/10/85371.pdf

1.2 Governing Bodies

1.2.1 Baseball divisions are governed by the PONY Baseball Rules applicable to the season being played. As provided in the PONY Baseball Rules, the Official Baseball Rules published by Major League Baseball apply except where modified by PONY or by these Standing Rules.

PONY Baseball Rulebook:

https://ponybbsb.freshdesk.com/en/support/solutions/articles/27000070416-baseball-rulebook

PONY West Zone Supplemental Rules:

https://ponybbsb.freshdesk.com/en/support/solutions/27000037011

MLB Official Baseball Rules: https://www.mlb.com/glossary/rules

1.2.2 Softball divisions are governed by the USA Softball Official Rulebook applicable to the season being played, except where modified by these Standing Rules.

USA Softball Official Rulebook: https://www.usasoftball.com/official-rulebook/

1.3 Rule Precedence

1.3.1 These Standing Rules control wherever they expressly differ from an external rule identified in Rule 1.2.

1.3.2 For baseball, the PONY Baseball Rules control over the MLB Official Baseball Rules. The MLB Official Baseball Rules apply only where neither these Standing Rules nor the PONY Baseball Rules provide otherwise.

1.3.3 For softball, the USA Softball Official Rulebook applies where these Standing Rules do not provide otherwise.

2. Player Registration & Team Formation

2.1 Registration

All participants must register each season; no carry-over membership is permitted.

2.2 Division Assignment

2.2.1 Players are assigned by age group, with placement up or down subject to league approval.

2.3 Evaluations & Drafts

2.3.1 For the spring season, player evaluations are required for all divisions except Foal/T-Ball and 5U. In divisions that conduct a draft, teams must be formed based on evaluation results. Friend and coach requests are not guaranteed, and each player must be willing to play for the team and coach that drafts the player.

2.3.2 In Foal/T-Ball and 5U, teams are formed primarily to accommodate friend requests and allow players to participate with friends whenever practicable.

2.3.3 For the fall and summer seasons, player evaluations are not required, but the League shall make reasonable efforts to balance the teams as evenly as practicable.

3. Equipment & Uniforms

3.1 Footwear

Metal cleats are prohibited in all divisions, except Pony and 14U. However, metal cleats are never allowed in the turf batting cages, bullpens, and portable pitching mounds.

3.2 Catcher's Gear

Catchers must wear full protective gear, including a helmet with a face mask, a chest protector, and shin guards. Male catchers must wear a protective cup.

3.3 Batting Helmets

3.3.1 All batters, base runners, and minors acting as base coaches must wear batting helmets when on the field.

3.3.2 Batting helmets must have attached face cages for softball, per the USA Softball requirement (which RS interprets as applying for all ages).

3.3.3 Batting helmet jaw guards are optional but highly recommended for baseball, as players can be hit in the face while batting or running the bases. Face cages are permitted but not required.

3.4 Protective Equipment

3.4.1 For softball, all infielders must wear defensive face guards. These are optional but recommended for outfielders, especially in the younger divisions.

3.4.2 For baseball, defensive face guards are allowed but not required.

3.4.3 **Protective Cups:** All male players in Shetland Baseball and higher baseball divisions must wear a protective athletic cup during practices and games, regardless of the position played.

3.5 Uniforms

Participants must wear league-issued uniforms for all games.

3.6 Bats

All bats must comply with the applicable PONY Baseball or USA Softball rules.

Specifically:

- **Softball:** Bats must display an accepted ASA or USA Softball certification mark, be approved for girls' fast pitch, and not appear on USA Softball's current non-approved bat list. Bats displaying only a **USSSA** certification mark are **not** permitted.

  USA Softball's current bat listings are available at:
  https://www.usasoftball.com/certified-equipment/

- **Baseball:**
    - **Non-wood** bats must display the USA Baseball certification mark—the "**USA Baseball**" logo, sometimes accompanied by "**USABat** Certified."
    - The only exception is a -3 bat (drop 3), which may be used if it bears the "BBCOR Certified .50" mark.
    - Bats displaying only a **USSSA** certification mark are **not** permitted.
    - Single-piece wooden bats meeting PONY specifications are permitted.

4. Game Play & Conduct

4.1 Game Duration

Time limits are division-specific and must be enforced. They will be set each season by the respective commissioners, UICs, and scheduler. Game clocks begin at the scheduled start time, regardless of when the first pitch is thrown. Delayed starts will not extend the no-new-inning or drop-dead times because games are scheduled in fixed time slots. Managers are encouraged to have their teams ready to play. For "no new" inning purposes, a new inning begins when the final out of the prior inning occurs. Once a new inning begins, it will be completed unless the game ends under the applicable rules or the drop-dead time is reached. The top and bottom halves together make up one inning, so the no-new-inning time expiring during the top half does not prevent the bottom half from being played if it is needed.

4.2 Incomplete Games

Suspended games may be resumed or considered official based on innings played and league decision.

4.3 Playoff Adjustments

The league commissioners may adopt modified rules for playoff games. These adjustments are to be announced to the managers as early as possible, preferably before or during player evaluations. Mid-tournament rule changes are discouraged but allowed if deemed necessary by the league commissioner(s).

4.4 Sportsmanship

4.4.1 Respectful behavior and positive encouragement are expected from all participants and spectators.

4.4.2 Negative behavior may result in disciplinary actions, including warnings, ejections, or suspensions, as described in Section 8 and the League bylaws.

4.5 Background Checks and Cleared Volunteers

4.5.1 All league volunteers who will interact with players must complete a background check through their respective sport(s). Baseball and softball each have their own requirements, in addition to the State of California's LiveScan requirement, which applies to both sports.

4.5.2 The background checks and related requirements must be fully completed before a volunteer is allowed to work with players at any practices or games.

4.5.3 The background checks will be facilitated by the Player Agent and Assistant Player Agent, who shall maintain a list of approved volunteers.

4.5.4 The VP for each division will be responsible for ensuring that only cleared volunteers are working with players on the field or in the dugouts during practices and games.

4.5.5 **Under-18 Volunteers:** Volunteers under 18 years of age are not required to complete the background checks described in this section. Before working with players, however, an under-18 volunteer must register with the League through PlayMetrics or the League's then-current registration system, receive authorization from the League, and submit written permission signed by a parent or legal guardian. The permission form must be provided to the applicable team manager and the Player Agent or Assistant Player Agent.

4.6 Dugouts

Only rostered players and team personnel who have been approved or cleared by the League are permitted in dugouts.

4.7 Chants and Cheers

4.7.1 Only positive chants and cheers are permitted.

4.7.2 Disruptive or negative chants are prohibited. For example, chants and cheers may not be directed at the opposing pitcher or batter or change in volume or tone during the pitcher's delivery.

4.8 Thunder and Lightning

If lightning is seen or thunder is heard, all baseball and softball activities must stop immediately. Activities may not resume until 30 minutes after the last thunder is heard or lightning is seen. All players, coaches, and spectators must seek shelter in the community center, another substantial enclosed building, or a hard-topped vehicle with the windows closed. Dugouts, batting cages, sheds, and open or partially enclosed shelters are not safe lightning shelters.

4.9 GameChanger Streaming and Scoring

4.9.1 Each game shall be streamed on GameChanger. This rule applies to all softball divisions beginning with 6U and all baseball divisions beginning with Shetland. The Team Parent Coordinator is responsible for ensuring that each team designates a non-coach team member to stream the game. Umpires may delay gameplay—but not the game clock, which begins at the scheduled game time—until streaming is confirmed because problems and "bad behavior" inevitably occur at moments when games are not being streamed. The goal of this rule is to simultaneously protect our players, fans, coaches, and umpires.

4.9.2 Each game in the baseball and softball kid-pitch divisions and in Pinto American Baseball shall be scored in GameChanger to facilitate pitch-count and player-rotation compliance. Each team—not just the home team—shall score the game to help identify and reduce recording errors.

4.10 Field Preparation and Clean-up

Both teams are responsible for field setup and cleanup. Although the League strives to maintain a volunteer Field Crew, the teams remain responsible for preparing the field and cleaning up after each game or practice. If no one will use the field or equipment afterward, the teams must secure and store the bases, portable baseball mounds, staked softball mounds, and all other equipment.

4.11 Next Team Not Present

If the next team is not present when a team's activities end, that team's coach must assume it is the final team scheduled for the day and secure and store all equipment.

4.12 Coaches and Umpires

4.12.1 Managers and coaches shall always cooperate with the umpires. For purposes of this rule, the "manager" is the team's head coach or, if the head coach is absent, the assistant coach serving as acting manager for that game.

Only the manager may question an umpire or discuss a call during a game. Other assistant coaches, assistant managers, and spectators may not. All interactions with umpires must be calm and respectful. Managers are expected to model appropriate behavior for their players, coaches, and spectators.

4.12.2 A manager may respectfully ask an umpire a question about a rule interpretation or a call. Judgment calls—including ball/strike, safe/out, and fair/foul—may not be argued, and repeated questioning is not permitted.

If another umpire may have relevant information, the manager may respectfully ask the umpire who made the call to consult the other umpire. The manager may not approach the other umpire

directly, and the calling umpire decides whether to seek assistance. There are no protests. The umpire's final ruling must be accepted.

The purpose of this rule is not to silence managers or prevent an appropriate question, but rather to ensure that disagreements remain brief, calm, and respectful and do not become arguments or public challenges to an umpire. These expectations are especially important when working with Junior Umpires.

4.13 Pitch Limits for PONY Baseball

4.13.1 Any team member may pitch, subject to the Pitch Smart pitch-count limits for the applicable age classification shown below. A pitcher who has not reached the applicable daily limit may pitch in two games on the same day. A pitcher who reaches the maximum daily pitch count while facing a batter may finish pitching to that batter before being removed.

Age	Daily Max (Pitches in Game)	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66-75
11-12	85	1-20	21-35	36-50	51-65	66-85
13-14	95	1-20	21-35	36-50	51-65	66-95

4.13.2 Once the umpire signals "Play," the player on the mound becomes the pitcher of record and that pitcher's pitch count begins.

4.13.3 A pitcher is charged with the number of pitches thrown on each calendar day, regardless of whether the pitches are thrown in a local League game, a postponed or suspended game, a tie game, or an exhibition game. Required rest is calculated by calendar day.

4.13.4 Any pitcher withdrawn from the mound shall not be permitted to pitch again in the same game, even if they remain in the game at another position.

4.13.5 If a relief pitcher comes in "cold," the umpire shall allow the pitcher up to ten warm-up pitches. If the pitcher indicates they are ready with fewer than ten warm-up pitches, play may resume.

4.13.6 Once a pitcher takes the mound, the pitcher must face at least one batter. The pitcher may not be removed until that batter is put out or reaches first base. The only exception is when, in the umpire's judgment, an injury or illness prevents the pitcher from continuing.

4.13.7 A pitcher may bring their pitching hand into contact with their mouth or lips while on the pitcher's mound, provided they wipe that hand or those fingers before touching the pitching rubber. The penalty for violating this rule is an automatic ball.

4.13.8 **Regular-Season Pitch Records:** During the regular season, teams shall use GameChanger to record and track the pitch count for every pitcher used. The scorekeepers shall confer after each game to resolve any difference in the recorded pitch counts. If GameChanger is unavailable due to exigent circumstances, the scorekeepers shall manually record the pitch counts and report them within 24 hours.

4.13.9 **Playoff Pitch Records:** During the playoffs, the teams shall maintain a written pitch-count log showing the pitches thrown by each pitcher and any required days of rest. At the end of each game, the managers shall resolve any discrepancy and both shall sign the log. The signed log shall be the official record for determining pitcher eligibility during the playoffs.

4.13.10 **All-Star and Select Tournaments:** Some All-Star and Select tournaments use different pitching rules. Coaches may follow the rules of those tournaments instead of the Pitch Smart guidelines during tournament games. However, coaches are still encouraged to follow the Pitch Smart guidelines, which continue to apply to all Redondo Sunset League games.

4.14 Called-Up and Borrowed Players

4.14.1 If a team will have fewer than nine players for a game, the team may call up a player from the division below or borrow a player from the opposing team.

Called-Up Players: Called-up players must bat last and are encouraged to play the outfield. The goal is to avoid removing meaningful playing time from regular team members. However, a called-up player may be allowed limited time in the infield as part of the experience of playing at the higher level and as a "thank you" for filling in. If a called-up player will pitch or catch out of necessity, this must be cleared in advance with the player's regular-team coach and the applicable Commissioner. A record of any pitches thrown must be provided to the player's regular-team coach.

Borrowed Players: A player borrowed from the opposing team should be the player who made the last offensive out during the prior inning and should play only in the outfield. The borrowed player remains in the original team's batting lineup and only fills a defensive vacancy for the opposing team.

4.14.2 Called-up and borrowed players are not permitted during playoffs. A team that cannot field the minimum number of players required by these Standing Rules must forfeit.

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5. Division-Specific Rules

5.1 Baseball Divisions

5.1.1 Each baseball division follows age-appropriate guidelines for pitching, base distance, and innings.

5.1.2 Division rules specify game formats and safety requirements.

5.1.3 **Minimum Playing Time:** Varies by division (see division-specific rules below). Any exceptions must be approved by the Division VP, Baseball Commissioner, or Assistant Baseball Commissioner.

5.1.4 **Minimum Players:** A team with seven or eight players may play an official game. A team playing with eight players shall be charged an automatic out for the vacant ninth batting position each time through the batting order. A team playing with seven players shall be charged automatic outs for the vacant eighth and ninth batting positions each time through the batting order.

If a player leaves the game for any reason, the batting order shall close ranks. If fewer than nine players remain, one automatic out shall be recorded for each vacant position needed to reach nine players at the end of the shortened batting order each time through the order. A team with fewer than seven players at any time must forfeit the game, although the teams are encouraged to continue playing for practice purposes. A player arriving late shall be added to the end of the batting order.

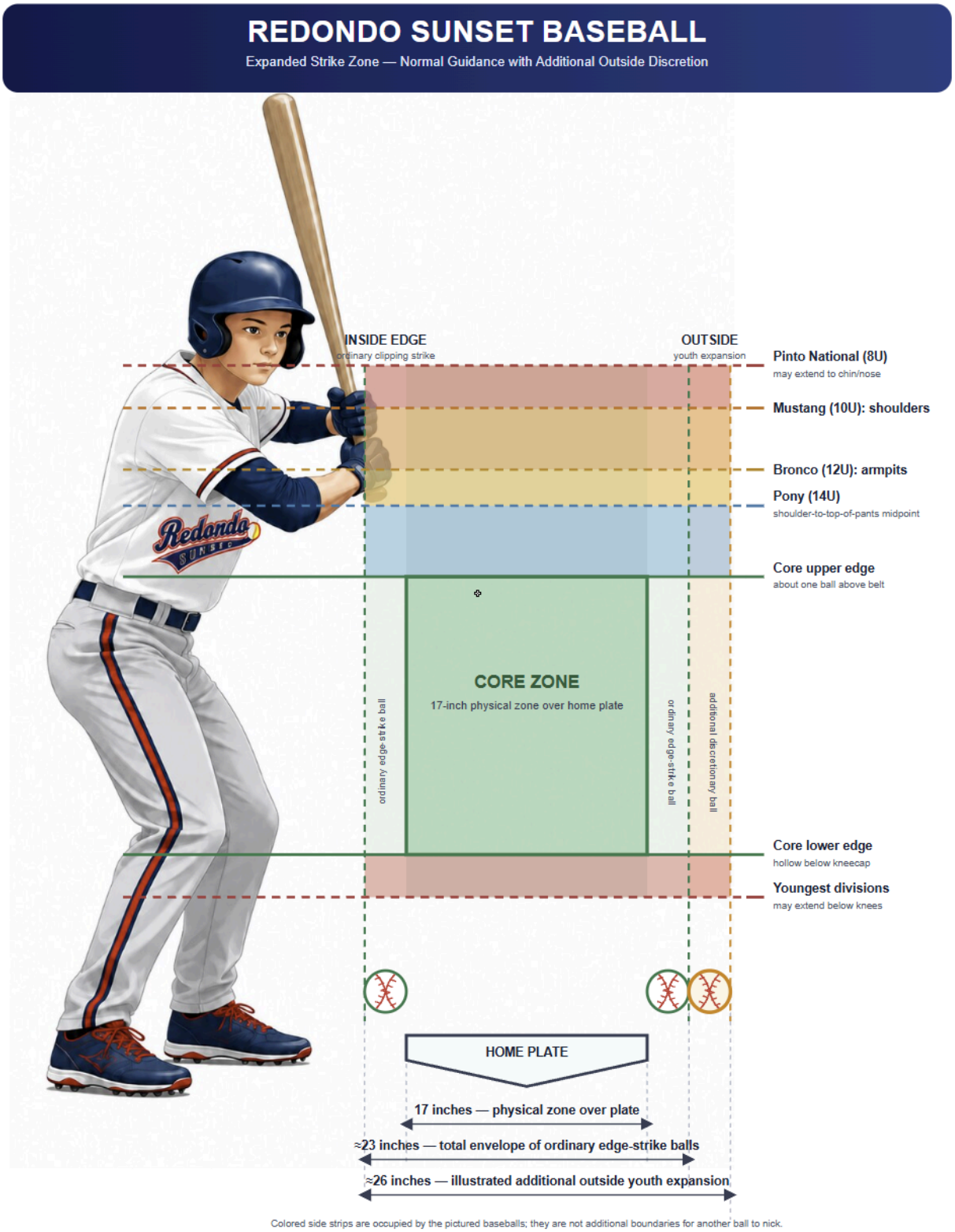
5.1.5 **Continuous Batting Order:** The batting order shall be continuous and made from the roster of all players present at the game.

5.1.6 **Sliding:** A runner must slide at any base except first when, in the umpire's judgment, failure to slide presents a threat of injury to either the runner or the defensive player. In this situation, the runner shall be called out and the ball declared dead.

5.1.7 **Stalling:** Coaches are prohibited from intentionally using any type of stalling tactic. Flagrant abuse of this rule shall be reviewed by the Disciplinary Committee.

5.1.8 **Batter's Box Rule:** Per MLB Rule 5.04(b)(4): "The batter shall keep at least one foot in the batter's box throughout the batter's time at bat," absent certain exceptions. Those exceptions include when a batter swings at a pitch, timeout is called, a defensive player attempts a play at any base, or when a wild pitch or passed ball occurs. The penalty on the batter for violating this rule is a warning (first violation) followed by a dead ball strike (subsequent violations).

5.1.9 **Strike Zone:** The standard Major League Baseball strike zone will be expanded based on the division of play, as deemed appropriate by the umpire. The goal is to keep the action moving, help our young pitchers succeed, and encourage young hitters to swing.



5.1.10 **Balks:** In effect for Mustang and older. With one or more runners on base, a balk occurs when the pitcher commits one of the prohibited acts listed in MLB Rule 6.02(a). In plain terms, the balk rule is intended to prevent a pitcher from making an illegal movement or action that unfairly deceives a base runner. MLB Rule 5.07 describes legal pitching positions and mechanics. See the division-specific rules for warnings and enforcement.

A few commonly violated balk rules are described as follows:

> "*The pitcher, following his stretch, must (a) hold the ball in both hands in front of his body and (b) come to a complete stop. This must be enforced. Umpires should watch this closely."* (MLB 5.07(a)(2), "The Set Position.")
>
> *"At any time during the pitcher's preliminary movements and until his natural pitching motion commits him to the pitch, he may throw to any base provided he steps directly toward such base before making the throw."* (MLB 5.07(d), "Throwing to the Bases")
>
> From the windup: *"In disengaging the rubber the pitcher must step off with his pivot foot and not his free foot first. He may not go into a set or stretch position. If he does—it is a balk."* (MLB 5.07(a)(1) Comment.)

5.1.11 **Time Between Half-Innings:** Managers shall have their players hustle between half-innings and ensure that the next inning's catcher is ready. In Shetland and Pinto American, play shall begin without the catcher if necessary. Coaches are encouraged to establish their defensive lineup for each inning before the game and keep the time between half-innings to no more than two minutes.

5.1.12 **Dropped Third Strike:** If the catcher does not catch the third strike before the ball touches the ground, the batter becomes a runner when (i) first base was unoccupied at the time of the pitch or (ii) there are two outs, regardless of whether first base was occupied. The defense must record the out by tagging the batter-runner or by touching first base with the ball before the batter-runner reaches it. See MLB Rule 5.05(a)(2) and the division-specific rules below for applicability.

5.1.13 **Position Changes:** In divisions with position limitations, players may only swap defensive positions during a pitching change. Unless the injury exception below applies, a player will be charged with an inning at every position the player occupies during that inning, even if no out is recorded while the player is at that position. For example, if a player moves from SS to 3B then back to SS in the middle of an inning, that player shall be deemed to have played a full inning at both SS and third base. However, coaches may not swap players in this manner to avoid minimum position playing requirements, such as to satisfy a requirement that a player play a certain number of innings in the infield.

Injury Exception: If an injury requires a player to leave or change defensive positions during an inning, a player moved solely because of that injury will not be charged with an inning at the new position. For example, if an injury requires the pitcher to leave the mound and swap

positions with the first baseman, the former pitcher will not be charged with an inning at first base.

5.1.14 Pony (Division) Baseball

5.1.14.1 **Game Duration:** Seven innings, with no new inning after 2 hours and a drop-dead time of 2 hours 15 minutes. For weeknight games, no new inning may begin after 1 hour 45 minutes, and the drop-dead time is 2 hours.

Mercy rule: 10-run lead after 5 innings, which is enforced in elimination playoff games. Teams may continue to play for reps during the regular season and Pool Play.

5.1.14.2 **Pitching Distance:** 54 feet.

5.1.14.3 **Bases:** 80 feet.

5.1.14.4 **Run Limit:** Unlimited

5.1.14.5 **Balk Rule:** In effect.

5.1.14.6 **Strike Zone:** The upper edge is the midpoint between the top of the batter's shoulders and the top of the uniform pants, as shown in the diagram in 5.1.9. The umpire may expand the outside edge.

5.1.14.7 **Must Keep One Foot in Batter's Box Rule:** In effect.

5.1.14.8 **Infield Fly:** In effect.

5.1.14.9 **Dropped Third:** In effect.

5.1.14.10 **Home Plate:** Open to stealing.

5.1.14.11 **Baserunning:** Lead offs and steals allowed.

5.1.14.12 **Overthrows:** Unlimited advancement.

5.1.14.13 **Rotations:** No rostered player present for a game may sit the bench more than one inning in a row.

5.1.15 Bronco Baseball

5.1.15.1 **Game Duration:** Seven innings, with no new inning after 2 hours and a drop-dead time of 2 hours 15 minutes. For weeknight games, no new inning may begin after 1 hour 45 minutes, and the drop-dead time is 2 hours.

Mercy rule: 10-run lead after 5 innings, which is enforced in elimination playoff games. Teams may continue to play for reps during the regular season and Pool Play.

5.1.15.2 **Pitching Distance:** 50 feet.

5.1.15.3 **Bases:** 70 feet.

5.1.15.4 **Run Limit:** Unlimited, except during the first three weeks of the season, when each team is limited to five runs in each of the first four innings. Beginning with the fifth inning, there is no per-inning run limit. The mercy rule applies as provided in 5.1.15.1.

5.1.15.5 **Balk Rule:** In effect. During the first three weeks of the season, each pitcher will receive one warning for their first balk in each game. Any subsequent balk by that pitcher in the same game will be enforced. After the first three weeks, balks will be enforced without a warning.

5.1.15.6 **Strike Zone:** The upper edge is at the batter's armpits, as shown in the diagram in 5.1.9. The umpire may expand the outside edge.

5.1.15.7 **Thrown bats:** Each team receives one warning for a thrown bat. After that warning, a subsequent thrown bat by that team results in a dead-ball out, and no runners may advance. This rule applies regardless of intent or whether anyone is injured.

5.1.15.8 **Infield Fly:** In effect.

5.1.15.9 **Dropped Third:** In effect.

5.1.15.10 **Home Plate:** Open to stealing.

5.1.15.11 **Baserunning:** Lead offs and steals allowed.

5.1.15.12 **Overthrows:** Unlimited advancement.

5.1.15.13 **Rotations:** No rostered player present for a game may sit the bench more than one inning in a row.

5.1.16 Mustang Baseball

5.1.16.1 **Game Duration:** Six innings, with no new inning after 1 hour 45 minutes and a drop-dead time of 2 hours. For weeknight games, no new inning may begin after 1 hour 30 minutes, and the drop-dead time is 1 hour 45 minutes.

Mercy rule: 10-run lead after 4 innings, which is enforced in elimination playoff games. Teams may continue to play for reps during the regular season and Pool Play.

5.1.16.2 **Pitching Distance:** 46 feet.

5.1.16.3 **Bases:** 60 feet.

5.1.16.4 **Run Limit:** Each team is limited to five runs per inning, except in the final inning, which is open. The sixth inning is the final regulation inning. If time will not permit six innings, the umpire may declare an earlier inning to be the final and open inning. The umpire must make that declaration before the inning begins.

5.1.16.5 **Balk Rule:** In effect. Regular season and Pool Play: Each pitcher receives one warning, and thereafter the balk rule is enforced. For playoff elimination games, no warnings will be given.

5.1.16.6 **Strike Zone:** The upper edge is at the batter's shoulders, as shown in the diagram in 5.1.9. The umpire may expand the outside edge.

5.1.16.7 **Thrown bats:** Each team receives one warning for a thrown bat. After that warning, a subsequent thrown bat by that team results in a dead-ball out, and no runners may advance. This rule applies regardless of intent or whether anyone is injured.

5.1.16.8 **Infield Fly:** In effect.

5.1.16.9 **Dropped Third:** In effect.

5.1.16.10 **Home Plate:** Open to stealing.

5.1.16.11 **Baserunning:** Lead offs and steals allowed.

5.1.16.12 **Overthrows:** Unlimited advancement.

5.1.16.13 **Rotations:** No rostered player present for a game may sit the bench more than one inning in a row. Coaches are encouraged to have all rostered players present play one inning on the infield.

5.1.17 Pinto National Baseball

5.1.17.1 **Game Duration:** Six innings, with no new inning after 1 hour 30 minutes and a drop-dead time of 1 hour 45 minutes.

Mercy rule: 10-run lead after 4 innings, which is enforced in elimination playoff games. Teams may continue to play for reps during the regular seasons and Pool Play.

5.1.17.2 **Pitching Distance:** 40 feet.

5.1.17.3 **Bases:** 60 feet.

5.1.17.4 **Run Limit:** Each team is limited to five runs per inning, except in the final inning, which is open. The sixth inning is the final regulation inning. If time will not permit six innings, the umpire may declare an earlier inning to be the final and open inning. The umpire must make that declaration before the inning begins.

5.1.17.5 **Balk Rule:** NOT in effect.

5.1.17.6 **Strike Zone:** The strike zone is highly expanded in Pinto National, as illustrated in the diagram in 5.1.9. At the umpire's discretion, it may extend upward to the batter's chin or nose and downward below the knees. The umpire may also expand the outside edge—the side away from the batter—into the gap beside home plate. The inside edge, nearest the batter, remains at the ordinary strike-zone boundary.

5.1.17.7 **Thrown bats:** Each team receives one warning for a thrown bat. After that warning, a subsequent thrown bat by that team results in a dead-ball out, and no runners may advance. This rule applies regardless of intent or whether anyone is injured.

5.1.17.8 **Infield Fly:** In effect.

5.1.17.9 **Dropped Third:** NOT in effect.

5.1.17.10 **Home Plate:** Open to stealing.

5.1.17.11 **Baserunning:** Stealing is allowed. Base runners are not permitted to lead off and must remain in contact with the base until the ball leaves the pitcher's hand. A player who leaves the base early shall be called out if the ball is batted into play; otherwise, the ball is dead and all runners must return to base previously occupied. If the runner leaves early and any out is recorded, the out remains and any other runners must return to the base previously occupied.

For the first six weeks of the season, each runner may advance no more than one base on a steal attempt, including on an overthrow by the catcher. This allows catchers to attempt a throw without runners continuing to advance if the throw misses.

5.1.17.12 **Overthrows:** No restrictions, except as provided in 5.1.17.11.

5.1.17.13 **Rotations:** No rostered player present for a game may sit the bench more than one inning in a row. No player may play the same position more than two innings in the same game, except the pitcher, whose eligibility is determined by the pitch-count rules. Every player must play on the infield at least one inning per game.

Playoffs: The two-inning position limit does not apply to the catcher. Pitchers remain subject to the pitch-count rules.

5.1.17.14 **Hit Batters:** A pitcher who hits three batters in one pitching appearance must be removed from the pitching position and may not pitch again in that game.

5.1.18 Pinto American Baseball

5.1.18.1 **Game Duration:** Six innings, with no new inning after 1 hour 30 minutes and a drop-dead time of 1 hour 45 minutes.

Mercy Rule: Mercy rule is a 10-run lead after 4 innings, which is enforced in elimination playoff games. Teams may continue to play for reps during the regular season and Pool Play.

5.1.18.2 **Pitching Distance:** The JUGS pitching machine shall be positioned so that the front of its wheel is 38 feet from the back of home plate. The player fielding the pitching position shall begin each pitch 5 feet behind the machine and 3 feet to either side and may not move from that position until the ball is hit. If a batted ball strikes the pitching machine or ball bucket, the ball remains live unless it rolls untouched into foul territory. In that event, the ball is dead, the batter is awarded first base, and all other runners are awarded one base. If a batted ball directly strikes the coach operating the pitching machine, the ball is dead, the pitch is treated as a foul ball, and all runners must return to the bases they occupied at the time of the pitch.

5.1.18.3 **Bases:** 60 feet.

5.1.18.4 **Run Limit:** Each team is limited to five runs per inning, except in the final regulation inning and any extra inning, which are open. The sixth inning is the final regulation inning. If time will not permit six innings, the umpire may declare an earlier inning to be the final regulation and open inning. The umpire must make that declaration before the inning begins. In an open inning, each team may bat once through its entire batting order. If the teams have different numbers of players, the team with fewer players may continue with the next batter or batters in order so that both teams are allowed the same number of plate appearances.

5.1.18.5 **Balk Rule:** N/A (machine pitch).

5.1.18.6 **Strike Zone:** N/A (machine pitch). Except during the introductory period described in 5.1.18.16, each batter receives six pitches or three strikes, whichever occurs first. No tee may be used. Bunting and deliberate soft swings intended to function as bunts are prohibited. A violation results in a dead ball and a strike. If the sixth or any subsequent pitch is hit foul and is not caught for an out, the batter remains at bat and receives another pitch. An uncaught foul ball cannot result in strike three; a legally caught foul tip may result in an out on strike three.

5.1.18.7 **Thrown bats:** Each team receives one warning for a thrown bat. After that warning, a subsequent thrown bat by that team results in a dead-ball out, and no runners may advance. This rule applies regardless of intent or whether anyone is injured.

5.1.18.8 **Infield Fly:** NOT in effect.

5.1.18.9 **Dropped Third:** NOT in effect.

5.1.18.10 **Home Plate:** Closed to stealing.

5.1.18.11 **Baserunning:** Stealing and leading off are not allowed. Runners must remain in contact with their bases until the ball is batted into play and may advance only on a ball batted into play. If a runner leaves early and the ball is batted into play, the runner who left early is out. If the ball is not batted into play, the ball is dead and all runners must return to their previously

occupied bases. Any out otherwise recorded by the defense during the play remains in effect, and every runner not declared out must return to the base occupied at the time of the pitch.

5.1.18.12 **Overthrows:** During the first six games of the season, runners may advance no more than one base on an overthrow. Beginning with the seventh game, advancement on overthrows is unrestricted.

5.1.18.13 **Rotations:** No rostered player present for a game may sit on the bench for more than one inning in a row. No player may play the same position more than two innings in the same game. Every player must play on the infield for at least one inning per game. Four outfielders are permitted in this division.

5.1.18.14 **Coaches:** One coach shall stand behind home plate to collect balls for the offensive coach operating the pitching machine. The coach behind home plate may be from either team. No other defensive coach is permitted on the playing field.

5.1.18.15 **End of Play:** When an infielder has possession of the ball on the infield and, in the umpire's judgment, all play on the runners has ceased, the umpire shall call "Time." The ball is then dead and shall be returned to the mound.

5.1.18.16 **Machine Speed and Strikeout Progression:** The pitching machine shall be set at 36 mph during the first two weeks after Opening Day, 38 mph during the next two weeks, and 40 mph beginning with the fifth week. It shall remain at 40 mph for the remainder of the season, including the playoffs. During the first six weeks, a batter is not out merely upon receiving a third strike and may receive up to six pitches, subject to the foul-ball continuation rule in 5.1.18.6. Beginning with the seventh week, the batter receives six pitches or three strikes, whichever occurs first, as provided in 5.1.18.6.

5.1.19 Shetland Baseball

5.1.19.1 **Game Duration:** Five innings, with no new inning after 1 hour 15 minutes and a drop-dead time of 1 hour 30 minutes.

Mercy Rule: 10-run lead after 4 innings, which is enforced in elimination playoff games. Teams may continue to play for reps during the regular season and Pool Play.

5.1.19.2 **Pitching Distance:** The Blue Flame pitching machine shall be positioned with its front legs 38 feet from the back of home plate. The player fielding the pitching position shall remain 5 feet behind the machine and 3 feet to either side of it until the ball is batted into play. If a batted ball strikes the pitching machine or ball bucket, the ball remains live unless it rolls untouched into foul territory. In that event, the ball is dead, the batter is awarded first base, and all other runners are awarded one base. If a batted ball directly strikes the coach operating the pitching machine, the ball is dead, the pitch is treated as a foul ball under 5.1.19.6, and all runners must return to the bases they occupied at the time of the pitch.

PONY-Recommended Blue Flame Settings:

- Power level (foot step): **2**
- Micro-adjust setting (where the ball sits): **3**
- Release-block setting (on the arm that is pulled back): **4**

Blue Flame Tips:

1. Use balls of the same brand and type.
2. Load each ball in exactly the same position. The label provides a useful reference point for consistency.
3. Place your full weight on the spring and remain still.
4. Pull the release smoothly and slowly; it should feel like a "surprise break." Do not jerk the handle backward.
5. The screw on which the ball sits—the micro-adjust screw—controls the height of the pitch. Turn it in (down) to lower the pitch or out (up) to raise it. Small adjustments can make a significant difference.
6. Two rubber strips run along the catapult arm. The ball rides along them as the arm moves forward. If either strip becomes loose or unglued, pitching consistency will be affected. Reglue any loose strip before using the machine.

5.1.19.3 **Bases:** 50 feet. A hash mark shall be drawn halfway between each pair of bases. When “Time” is called, a runner who has passed the hash mark generally advances to the next base; a runner who has not passed it generally returns to the previously occupied base. Normal force-play and base-occupancy rules control, and two runners may not occupy the same base. If the batter-runner is entitled to first base, any preceding runner who is forced to advance must advance to the next base regardless of the runner’s position relative to the hash mark.

5.1.19.4 **Run Limit:** Each team is limited to five runs per inning, except the final regulation inning and all extra innings, which are open. The fifth inning is the final regulation inning. If time will not permit five innings, the umpire may declare an earlier inning to be the final and open regulation inning but must do so before the inning begins. In an open inning, each team may bat once through its batting order. If the teams have different numbers of players, the team with fewer players will continue with the next batter or batters in order until both teams have had the same number of plate appearances.

5.1.19.5 **Balk Rule:** N/A (machine pitch).

5.1.19.6 **Strike Zone:** N/A (machine pitch). A batter’s turn at bat is limited to six pitches or three strikes, whichever occurs first, subject to the foul-ball exception below. No tee shall be used. Bunting and deliberate soft swings intended to function as bunts are prohibited; any such attempt results in a dead ball and a strike. If the sixth or any subsequent pitch is hit foul, the batter remains at bat and receives another pitch. A foul tip legally caught by the catcher counts as a strike and results in an out if it is the third strike.

5.1.19.7 **Thrown bats:** Each team receives one warning for a thrown bat. After that warning, a subsequent thrown bat by that team results in a dead-ball out, and no runners may advance. This rule applies regardless of intent or whether anyone is injured.

5.1.19.8 **Infield Fly:** NOT in effect.

5.1.19.9 **Dropped Third:** NOT in effect.

5.1.19.10 **Home Plate:** Closed to stealing.

5.1.19.11 **Baserunning:** Stealing and leading off are not allowed. Runners must remain in contact with their bases until the ball is batted into play. If a runner leaves early and the ball is batted into play, the runner who left early is out. If the ball is not batted into play, the ball is dead and all runners must return to their previously occupied bases. Any out otherwise recorded by the defense during the play remains in effect, and every runner not declared out must return to the base occupied at the time of the pitch.

5.1.19.12 **Overthrows:** Runners may advance no more than one base per overthrow. To encourage infielders to attempt an out rather than hold the ball and request “Time,” no runner may advance an additional base because of an overthrow on the first throw made by an infielder to first base, second base, third base, or home plate in an attempt to record an out. This protection applies only to the first throw by an infielder during the play; any subsequent overthrow is subject to the one-base limit above. After a pitch that is not batted into play, the ball is dead, and the catcher may not throw to a base in an attempt to put out a runner. This type of attempted play is commonly called a “back-pick.”

5.1.19.13 **Rotations:** No rostered player present for a game may sit on the bench for more than one inning in a row. No player may play the same position for more than two innings in the same game. No player may play a third inning in the infield until every rostered player present has played at least two innings in the infield; those two innings need not be consecutive. Four outfielders are permitted in this division.

5.1.19.14 **Coaches:** Two defensive coaches are permitted on the playing field to assist the defense. One additional coach shall stand behind home plate to collect balls for the offensive coach operating the pitching machine. The coach behind home plate may be from either team.

5.1.19.15 **“Time!” Rule:** When the ball is in possession of an infielder and, in the umpire’s judgment, all play involving the runners has ceased, the umpire shall call “Time.” The ball is dead and shall be returned to the mound.

5.1.20 Foal Baseball (T-Ball)

5.1.20.1 **Game Duration:** 3 innings or 1:00 drop-dead.

5.1.20.2 **Pitching Distance:** N/A (tee positioned at home plate).

5.1.20.3 **Bases:** 50 feet.

5.1.20.4 **Run Limit:** None; scores will not be kept. Each team will bat once through its lineup each inning. Early in the season, players will hit from the tee and may advance only one base at a time, except when the final batter comes to the plate. The final batter in each inning is the "home run hitter," and all runners, including the batter-runner, will score. Later in the season, the league will notify managers when coach pitch may begin.

5.1.20.5 **Balk Rule:** N/A (tee/coach pitch).

5.1.20.6 **Strike Zone:** N/A. During tee play, each batter continues batting until the ball is put into play. During coach pitch, each batter may receive up to six pitches. If the sixth pitch is not put into play, the batter then hits from the tee. No outs are recorded during either tee play or coach pitch.

5.1.20.7 **Must Keep One Foot in Batter's Box Rule:** In effect.

5.1.20.8 **Infield Fly:** NOT in effect.

5.1.20.9 **Dropped Third:** NOT in effect.

5.1.20.10 **Home Plate:** Closed to stealing.

5.1.20.11 **Baserunning:** Stealing and leading off are not allowed. Runners must remain in contact with their bases until the ball is batted into play.

5.1.20.12 **Overthrows:** Runners may advance no more than one base per play, except when the home run hitter bats. Runners may not advance an additional base on an overthrow.

5.1.20.13 **Rotations:** Everyone plays. There are no set positions. Players should be rotated among all positions as equally as possible, regardless of skill. No player should ever play the outfield for two consecutive innings. Managers may swap infielders and outfielders during an inning if the game is moving slowly.

5.1.20.14 **Coaches:** Two defensive coaches may be on the field to assist the defense. One offensive coach may stand behind home plate to assist the batters and retrieve balls.

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5.2 Softball Division Rules

5.2.1 General Softball Rules

5.2.1.1 **Applicability:** Each softball division follows age-appropriate guidelines for pitching, base distance, and innings. These general rules apply to all divisions. Division-specific rules are laid out afterwards.

5.2.1.2 **Minimum Playing Time:** Playing-time requirements vary by division; see the division-specific rules below. Any exception must be approved by the Division VP, Softball Commissioner, or Assistant Softball Commissioner.

5.2.1.3 **Minimum Players Rule:** For 8U and older divisions, a team may play an official game with at least seven players. A team with eight players will take an automatic out in the ninth batting position each time through the batting order. A team with seven players will take automatic outs in the eighth and ninth batting positions each time through the batting order. If a player leaves the game, the lineup will close ranks and the applicable automatic out or outs will be based on the number of remaining players. A team with fewer than seven players must forfeit, but the teams should continue playing for practice purposes. A player arriving late to the game will be added to the end of the batting order.

6U Exception: A 6U team may play an official game with six players and will not forfeit unless it has fewer than six players. A team with seven players will take an automatic out in the eighth batting position each time through the batting order. A team with six players will take automatic outs in the seventh and eighth batting positions each time through the batting order. No automatic out is taken for a ninth batting position.

5.2.1.4 **Continuous Batting Order:** The batting order shall be continuous and shall include every rostered player present at the game.

5.2.1.5 **Sliding:** The runner must slide at any base except first when, in the umpire's judgment, failure to slide presents a threat of injury to either the runner or the defensive player. In this situation, the runner shall be called out and the ball declared dead.

5.2.1.6 **Stalling:** No manager, assistant manager, or coach may intentionally stall the game to alter its result. Flagrant abuse of this rule shall be reviewed by the Disciplinary Committee.

5.2.1.7 **Batter's Box Rule:** Per USA Softball Rule 7, Section 3(d): "After entering the batter's box, the batter must remain in the box with at least one foot between pitches and while taking signals and practice swings," absent exceptions such as a foul ball, a play at the plate, or when time has been called. Violation of this rule could result in a dead ball strike, and if it is strike three, the batter would be out.

5.2.1.8 **Strike Zone:** USA Softball Rule 1 ("Definitions") defines the official strike zone as "that space over any part of home plate, when a batter assumes a natural batting stance

adjacent to home plate between the batter's arm pits and the top of the knees." However, the strike zone will be expanded based on division of play as deemed appropriate by the umpire. The goal is to keep the action moving to help our young pitchers find success, and to encourage our young hitters to swing.

5.2.1.9 **Illegal Pitches:** In effect for 8U and older. See USA Softball Rule 6A for full details, but a generic definition of an illegal pitch is when the pitcher violates a pitching rule before or during the delivery.

A few common things that pitchers must do to avoid illegal pitches include:

- Keep their hands separated when they first step onto the pitching plate;
- Then, take a signal or appear to take a signal from the catcher with their hands still separated;
- Then, bring their hands together for not less than 1 second before releasing the ball (it is okay for the hands to be in movement while together).

5.2.1.10 **"Look Back" Rule**: This rule requires a runner to commit to a base once the pitcher has control of the ball in the circle and once the batter-runner, if there is one, has reached first base or been ruled out. The rule is off if the pitcher makes an attempt on the runner, drops the ball, leaves the circle, or puts the ball somewhere other than in their hand or glove. See USA Softball Rule 8, Section 7T for more information.

5.2.1.11 **Dropped Third**: If the catcher fails to catch the third strike cleanly (ball touches the ground before being secured, or is dropped), the batter becomes a batter-runner and the batter-runner can attempt to advance to first base if first base is unoccupied at the time of the pitch, OR if there are two outs (regardless of whether first base is occupied). The defense may record the out by tagging the batter-runner or touching first base with possession of the ball before the batter-runner arrives. (USA Rule 8, Section 1B)

5.2.1.12 **Time Between Half Innings:** Managers shall have their players hustle and the next inning's catcher ready. In 6U, play will begin without the catcher if necessary. Coaches are encouraged to have lineups set for each inning before the game and strive to keep time between innings to two minutes or less.

5.2.1.13 **Face Masks/Guards:** All batting helmets must have a face mask, and all infielders must wear a defensive face guard. This policy is in effect for Redondo Sunset Softball at all games and practices, including interleague events and for Select and All-Star teams. All softball families acknowledge this requirement during player registration. More information about this policy is available on the league website:

https://softball.redondosunset.com/fielding-face-mask-policy/

5.2.1.14 **Mercy Rule:** USA Softball's mercy rule is in effect during the playoffs: a 15-run lead after 3 innings, a 12-run lead after 4 innings, or an 8-run lead after 5 innings.

5.2.2 14U Softball

5.2.2.1 **Governing Rules:** The 14U division historically plays interleague games. Thus, this division will use the then-current USA Softball LA/South Bay Inter-league Playing and Operating rules, which will be distributed by the Softball Commissioner and posted on our website. If the interleague rules do not address a situation, the current USA Softball rules will apply.

5.2.2.2 **Pitching Distance:** The pitching distance will be 43 feet.

5.2.2.3 **Metal Cleats:** Allowed.

5.2.3 12U Softball

5.2.3.1 **Game Duration:** 7 innings, or 1:30 no new inning, 1:45 drop dead. A new inning shall be deemed to begin at the moment of the last out of the previous inning.

Mercy Rule: In effect for playoffs: a 15-run lead after 3 innings; a 12-run lead after 4 innings, or an 8 run lead after 5 innings.

5.2.3.2 **Pitching Distance:** 40 feet from front of pitching plate to back corner of home plate.

5.2.3.3 **Bases:** 60 feet. A double base shall be used at first base for player safety.

5.2.3.4 **Run and Defensive Limits**

5.2.3.4.1 **Run Limit:** Regular season: 5 runs per inning. Playoffs: 5 runs for the first 3 innings, then open.

5.2.3.4.2 **Defensive Limits:** 4 innings per position, except the pitcher may pitch a 5th inning if it is the 7th inning, and there are no limits on any of the fielding positions when a game reaches extra innings. A player plays an “inning” at a position if they play there for any pitch in the inning. A pitcher throws an “inning” if they throw 1 pitch.

NOTE: For playoffs, the pitching limits still apply; however, the other fielding limitations do not apply.

5.2.3.5 **Illegal Pitches:** In effect.

5.2.3.6 **Strike Zone:** Official USA Softball Zone (arm pits to the top of the knees), and then expanded slightly outside.

5.2.3.7 **Thrown bats:** Each team receives one warning for a thrown bat. After that warning, a subsequent thrown bat by that team results in a dead-ball out, and no runners may advance. This rule applies regardless of intent or whether anyone is injured.

5.2.3.8 **Infield Fly:** In effect.

5.2.3.9 **Dropped Third:** In effect.

5.2.3.10 **Home Plate:** Open to stealing.

5.2.3.11 **Baserunning:** Stealing is allowed. Runners may lead off when the ball leaves the pitcher's hand.

5.2.3.12 **Lookback Rule:** In effect.

5.2.3.13 **Obstruction/Interference:** In effect.

5.2.3.14 **Overthrows:** Unlimited advancement.

5.2.3.15 **Rotations:** No rostered player present for a game may sit on the bench for more than one inning in a row.

5.2.4 10U Softball

5.2.4.1 **Game Duration:** 6 innings, or 1:30 no new inning, 1:45 drop dead. A new inning shall be deemed to begin at the moment of the last out of the previous inning.

Mercy Rule: In effect for playoffs: a 15-run lead after 3 innings; a 12 run lead after 4 innings; or an 8 run after 5 innings.

5.2.4.2 **Pitching Distance:** 35 feet from the front of the pitching plate to the back corner of home plate.

5.2.4.3 **Bases:** 60 feet. A double base shall be used at first base for player safety.

5.2.4.4 **Run and Defensive Limits**

5.2.4.4.1 **Run Limit:** Regular season: 5 runs per inning. Playoffs: 5 runs for the first 3 innings, then open.

5.2.4.4.2 **Defensive Limits:** 3 innings per position, except the pitcher may pitch a 4th inning if it is the 6th inning, and there are no limits on any of the fielding positions when a game reaches extra innings. A player plays an "inning" at a position if they play there for any pitch in the inning. A pitcher throws an "inning" if they throw 1 pitch.

Playoffs: The pitching limits still apply; however, the other fielding limitations do not apply.

5.2.4.5 **Illegal Pitches:** In effect.

5.2.4.6 **Strike Zone:** The official USA Softball strike zone (armpits to the top of the knees) is expanded slightly above the armpits and outward on the side away from the batter, as illustrated

in the diagram in Section 5.2.1.9. The inside edge, nearest the batter, remains at the ordinary strike-zone boundary.

5.2.4.7 **Thrown bats:** Each team receives one warning for a thrown bat. After that warning, a subsequent thrown bat by that team results in a dead-ball out, and no runners may advance. This rule applies regardless of intent or whether anyone is injured.

5.2.4.8 **Infield Fly:** In effect.

5.2.4.9 **Dropped Third:** In effect.

5.2.4.10 **Home Plate:** Open to stealing.

5.2.4.11 **Baserunning:** Stealing is allowed. Runners may lead off when the ball leaves the pitcher's hand.

5.2.4.12 **Lookback Rule:** In effect.

5.2.4.13 **Obstruction/Interference:** In effect.

5.2.4.14 **Overthrows:** Unlimited advancement.

5.2.4.15 **Rotations:** No rostered player present for a game may sit on the bench for more than one inning in a row, and every rostered player present must play at least one inning on the infield.

5.2.5 8U Softball

5.2.5.1 **Game Duration:** 5 innings, or 1:15 no new inning, 1:30 drop dead. A new inning shall be deemed to begin at the moment of the last out of the previous inning.

Mercy Rule: In effect for playoffs: 15-run lead after 3 innings; or a 12 run lead after 4 innings.

5.2.5.2 **Pitching Distance:** 30 feet from the front of the pitching plate to the back corner of home plate.

5.2.5.3 **Bases:** 55 feet. A double base shall be used at first base for player safety.

5.2.5.4 **Run and Defensive Limits**

5.2.5.4.1 **Run Limit:** Regular season: 5 runs per inning. Playoffs: 5 runs for the first 3 innings, then open.

5.2.5.4.2 **Defensive Limits:** 2 innings per position, except the pitcher may pitch a 3rd inning if it is the 5th inning, and there are no limits on any of the fielding positions when a game reaches extra innings. A player plays an "inning" at a position if they play there for any pitch in the inning. A pitcher throws an "inning" if they throw 1 pitch.

Playoffs: The pitching limits still apply; however, the other fielding limitations do not apply.

5.2.5.5 **Illegal Pitches:** In effect. At the umpire's discretion, a warning may be issued instead of enforcing the penalty when the illegal pitch does not give the pitcher an advantage.

5.2.5.6 **Strike Zone:** The strike zone is highly expanded in 8U, as illustrated in the diagram in Section 5.2.1.9. At the umpire's discretion, it may extend upward to the batter's face mask and downward below the knees. The umpire may also expand the outside edge—the side away from the batter—into the gap beside home plate. The inside edge, nearest the batter, remains at the ordinary strike-zone boundary.

5.2.5.7 **Thrown bats:** Each team receives one warning for a thrown bat. After that warning, a subsequent thrown bat by that team results in a dead-ball out, and no runners may advance. This rule applies regardless of intent or whether anyone is injured.

5.2.5.8 **Infield Fly:** NOT in effect.

5.2.5.9 **Dropped Third:** NOT in effect.

5.2.5.10 **Home Plate:** Closed to stealing.

5.2.5.11 **Baserunning:** Stealing is allowed. Runners may lead off when the ball leaves the pitcher's hand. On a stolen-base attempt, no runner may advance beyond the base the runner was attempting to steal if the catcher's throw gets past the intended fielder.

5.2.5.12 **Lookback Rule:** In effect, with warnings given at the umpire's discretion. The 6U "dead ball" rules are not in effect in this division.

5.2.5.13 **Obstruction/Interference:** In effect, with warnings given at the umpire's discretion.

5.2.5.14 **Overthrows:** Unlimited advancement, except that runners may not advance on a catcher's overthrow during a stolen-base attempt, as provided in Rule 5.2.5.11.

5.2.5.15 **Rotations:** No rostered player present for a game may sit the bench more than one inning in a row, and every rostered player present must play at least one inning on the infield.

Playoffs: The infield requirement does not apply.

5.2.5.16 **Walks:** Walks are in effect unless the bases are loaded. If ball four is called with the bases loaded, the batter will not be awarded first base and no run will score. Instead, an offensive coach will enter and pitch to that same batter from inside the pitching circle, with both feet inside the circle during each pitch. The batter retains only the existing strike count; coach-pitched balls do not affect the count or result in a walk. The at-bat continues until the batter strikes out or puts the ball into play. Once the ball is put into play, normal rules governing the live ball and runner advancement apply without any artificial advancement limit. Bunting

and stealing are not allowed during coach pitch. After the plate appearance ends, the player-pitcher will resume pitching to the next batter.

5.2.5.17 **Hit by Pitch:** Hit by pitch is not in effect during the regular season. The ball is dead and the pitch is called a ball. However, if the batter is injured or, in the umpire's judgment, unable to continue the plate appearance after being hit, the umpire may award the batter first base.

Playoffs: During the playoffs, a batter who is hit by a pitch is awarded first base unless the bases are loaded. With the bases loaded, the batter will instead receive coach pitch under Rule 5.2.5.16.

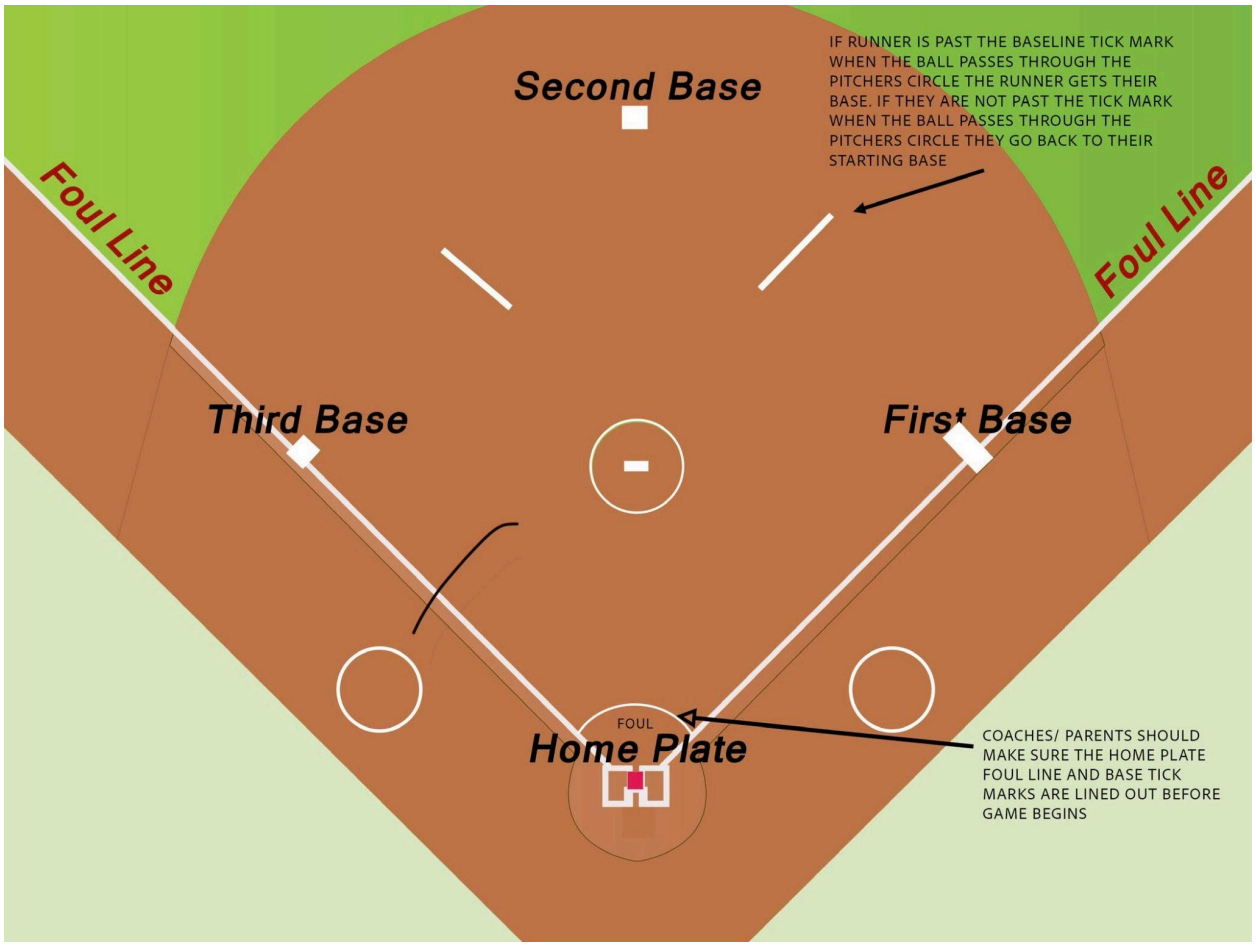
5.2.5.18 **Coach Interference:** If the coach-pitcher is struck by a batted ball, the batter is out and no runner(s) may advance. The coach-pitcher may not coach from the diamond during a live play. The penalty is that the batter is out and all runners must return to the bases they occupied at the start of the play.

5.2.5.19 **Defensive Starting Positions:** No more than six (6) defensive players may be positioned in the infield dirt at the time of the pitch. All additional defensive players must be positioned in the outfield (15 feet beyond the bases or at the edge of the grass) until after the pitch is released. **Penalty:** Violation of this rule results in a delayed dead ball. At the conclusion of the play, the offensive team shall have the option to accept the result of the play or be awarded one (1) base for the batter and all forced runners.

5.2.6 Reserved

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5.2.7 6U Softball: Coach Pitch Division



5.2.7.1 **Game Duration:** 5 innings, or 1:00 no new inning, 1:15 drop dead.

Mercy Rule: During playoffs, the game is over when the trailing team can no longer mathematically tie the game under the five-run-per-inning limit. For example, if the game is 7-1 after the 4th inning, the game is over because the trailing team can score no more than five runs in its final at-bat. Similarly, if the visiting team enters the 4th inning leading 10-1 and then scores two runs, the game is over because the home team can score no more than ten runs in its final two at-bats. The teams may continue playing for fun or player development, subject to the drop-dead time, but any continued play will not affect the official score or result.

5.2.7.2 **Pitching Distance:** 30 feet from the front of the pitching plate to the back corner of home plate. A pitching circle with a **five-foot radius (ten-foot diameter)** shall be drawn around the pitching plate. The coach-pitcher may pitch from anywhere inside the circle.

5.2.7.3 **Bases:** 55 feet. A double base shall be used at first base for player safety.

5.2.7.4 **Run Limit:** 5 runs per inning.

5.2.7.5 **Coach Interference:** If the coach-pitcher is struck by a batted ball, the batter is out and no runner may advance. The coach-pitcher may not coach from the diamond during a live play. The penalty is that the batter is out and all runners must return to the bases they occupied at the start of the play.

Coach-Pitcher Position: During each pitch, both of the coach-pitcher's feet must remain inside the pitching circle.

Additional Coaches: One offensive coach is allowed behind home plate to help retrieve balls, and two defensive coaches are allowed in the outfield to help position players on defense.

5.2.7.6 **Number of Pitches:** Each batter shall be given up to six pitches or three strikes, whichever comes first. An uncaught foul ball may not be the third strike or end the at-bat on the sixth pitch; the batter remains at bat.

Early in the season, managers may agree that a batter will not be called out on strikes until the batter has received six pitches. A clearly unhittable pitch may be declared a no-pitch at the umpire's discretion. However, if the batter swings at the pitch, it shall count as a strike.

Early in the season, the Division VP, Softball Commissioner, or Assistant Softball Commissioner may authorize use of a hitting tee in place of a strikeout. When authorized, a batter who would otherwise be out on strikes shall instead use the tee and continue batting until putting a fair ball into play.

5.2.7.7 **Thrown Bats:** Each team receives one warning for a thrown bat. After that warning, a subsequent thrown bat by that team results in a dead-ball out, and no runners may advance. This rule applies regardless of intent or whether anyone is injured.

5.2.7.8 **Infield Fly:** NOT in effect.

5.2.7.9 **Dropped Third:** NOT in effect.

5.2.7.10 **Home Plate:** Closed to stealing.

5.2.7.11 **Baserunning:** Stealing is not allowed. Runners may leave their bases when the ball is batted. Warnings will be given for violations of this rule unless, in the umpire's discretion, a violation is egregious; in that case, the runner will be called out.

5.2.7.12 **Lookback Rule:** NOT in effect.

5.2.7.13 **Obstruction/Interference:** NOT in effect unless, in the umpire's judgment, the interference or obstruction was intentional.

5.2.7.14 **Overthrows:** One base per overthrow (there may be more than one overthrow per play, however). An "overthrow" is a ball that gets by the intended target, as determined by the umpire.

5.2.7.15 **Gameplay:** A ball is considered returned to the pitcher's circle when it enters the circle, unless the fielder is attempting a play at another base, such as a third baseman attempting to throw out a runner at first. When the ball is returned to the circle, the plate umpire shall declare "Dead Ball." A runner who, at that time, has advanced beyond the midpoint to the next base shall be placed at that base; otherwise, the runner shall return to the previously occupied base. The plate umpire's judgment controls.

5.2.7.16 **Rotations:** No rostered player present for a game may sit on the bench more than one inning in a row. No player may play the same position more than two innings in the same game. No player may play a third inning in the infield until every rostered player present has played at least two innings in the infield; those two innings need not be consecutive.

5.2.7.17 **Defensive starting positions:** No more than six (6) defensive players may be positioned in the infield dirt at the time of the pitch. All additional defensive players must be positioned in the outfield (15 feet beyond the bases or at the edge of the grass) until after the pitch is released. **Penalty:** Violation of this rule results in a delayed dead ball. At the conclusion of the play, the offensive team shall have the option to accept the result of the play or be awarded one (1) base for the batter and all forced runners.

5.2.8 5U Softball: T-Ball Division

5.2.8.1 **Game Duration:** 3 innings, or 1:00 drop dead.

5.2.8.2 **Pitching Distance:** 30 feet.

5.2.8.3 **Bases:** 55 feet.

5.2.8.4 **Run Limit:** None; scores will not be kept. Each team will bat once through the lineup each inning. Early in the season, players will hit from the tee and may advance only one base at a time, except when the final batter comes to the plate. The final batter will be the "home run hitter," and all runners, including the batter-runner, will score. Later in the season, the league will notify managers when coach pitch may begin.

5.2.8.5 **Gameplay:** During T-ball, players will continue to bat until they hit the ball in play. During coach pitch, players will be given up to six pitches to hit. If they do not put the sixth pitch into play, the tee will be brought out. There are no outs in 5U.

5.2.8.6 **Must Keep One Foot in Batter's Box Rule:** In effect.

5.2.8.7 **Infield Fly:** NOT in effect.

5.2.8.8 **Dropped Third:** NOT in effect.

5.2.8.9 **Home Plate:** Closed to stealing.

5.2.8.10 **Baserunning:** Stealing is not allowed. Base runners are not permitted to lead off and must remain in contact with the base until the ball is batted into play.

5.2.8.11 **Overthrows:** Runners may advance no more than one base per play, except when the home run hitter bats. Runners may not advance an additional base on an overthrow.

5.2.8.12 **Rotations:** Everyone plays. There are no set positions. Players should be rotated among all positions as equally as possible, regardless of skill. No player should ever play the outfield for two consecutive innings. Managers may swap infielders and outfielders during an inning if the game is moving slowly.

5.2.8.13 **Coaches:** Two defensive coaches may be on the field to assist the defense. One offensive coach may stand behind home plate.

6. End of Season Tournament

Sport- and division-specific rules will be created and distributed before the tournament begins. See our most recent league documents here:

https://redondosunset.com/league-documents/

7. All-Star and Select Programs

Program details for baseball and softball Select and All-Star teams shall be maintained on the league website. See the following pages for current program information:

Baseball All-Stars: https://baseball.redondosunset.com/baseball-all-stars/

Baseball Select Program: https://baseball.redondosunset.com/baseball-select-program/

Softball All-Stars: https://softball.redondosunset.com/softball-all-stars/

Softball Select Program: https://softball.redondosunset.com/softball-select-program/

8. Sportsmanship

8.1 League Commitment

Redondo Sunset is committed to creating a positive, safe, and supportive environment where every child thrives through teamwork, learning, and having fun. We believe that youth sports are a platform to build character and community and that it is all about the kids.

The toxic environment that adults create by abusing umpires, coaches, and players has absolutely no place at Redondo Sunset.

It is the intent of the Executive Board that the rules and expectations outlined in this section and in Article VI of our Bylaws, along with the identified consequences for misconduct, will help reduce instances of unsportsmanlike behavior and enhance the overall experience for players in our league.

8.2 Code of Conduct

All participants, including coaches, players, umpires, parents, and fans, are expected to uphold the highest standards of sportsmanship at all times. Misconduct will be classified and addressed according to the disciplinary guidelines outlined below. The current enforceable code of conduct shall be maintained on our website and acknowledged during player registration.

Redondo Sunset Code of Conduct - https://redondosunset.com/code-of-conduct/

I will review the terms of this Code of Conduct with my player and other family members, as this Code of Conduct establishes league expectations for all of us at Redondo Sunset.

I agree not to incite or participate in unsportsmanlike conduct at any Redondo Sunset practice, game, or function;

I agree not to use abusive or profane language or actions, both on and off the field of play, as verbal or physical abuse is not tolerated at Redondo Sunset. This includes digital communications with other members of the league, including text messages, emails, social media, GameChanger, Team Snap, etc.

I agree not to criticize, belittle, antagonize, or incite opposing players, opposing managers, or opposing spectators. This shows respect for the game, team, and manager.

I will arrive at Redondo Sunset practices and games on time. This shows respect for the game, the team, the manager, and the scheduler who works hard to use every possible minute of field and practice space for our players.

I will always treat the umpires with the respect they deserve, even when—especially when—I disagree with a call they have made. This shows respect for the game and the umpires.

I will model respect for the umpires and coaches for my child and other players at Redondo Sunset. This means I will refrain from criticizing the umpires and coaches in front of Redondo Sunset children, even when the umpire or coach is not around.

I understand that it is the responsibility of Redondo Sunset members (including all parents and players) to represent our league in a positive way to our community, including on social media.

If I volunteer to manage, coach, or work with the team, including going into the dugout, I will comply with background checks and SafeSport requirements before working with players at Redondo Sunset games, practices, or functions.

I will treat Redondo Sunset equipment and fields with respect, acknowledging the donations, league fees, and volunteer work that make use of them possible.

I understand that by signing this agreement, I accept responsibility for my own actions and decisions, as well as those of any family member or guest I invite or bring to a Redondo Sunset game, practice, or function, and that all such family members and guests are bound by this Code of Conduct.

I understand that violation of this agreement can result in penalties including removal from the game, ejection from Alta Vista Park, and even suspension and termination of the privilege of participating in baseball and softball activities at Redondo Sunset.

8.3 Disciplinary Committee

The Disciplinary Committee shall consist of the following league members:

- League President
- League Vice-President
- Player Agent
- Baseball Commissioner
- Softball Commissioner

Any of these members may give up their seat on the Committee. In that case, the League President shall appoint an alternate committee member from the Executive Board who has no conflict of interest.

8.4 Disciplinary Infraction Classifications

8.4.1 General Principles

To ensure fair and consistent enforcement, the Disciplinary Committee recognizes three categories of misconduct: **Minor**, **Moderate**, and **Major**.

8.4.2 Minor Misconduct

Less severe conduct that does not create a hostile or unsafe environment but still violates the league's Code of Conduct.

Examples include:

- Kicking dirt, throwing one's hands up in frustration
- Persistently questioning umpire calls
- Disrespectful or sarcastic remarks

Penalty: Warning or required training for a first violation, then a suspension of at least one game or longer as determined by the Committee for a second violation. Any subsequent infraction within 12 months shall be classified as Moderate or Major Misconduct.

8.4.3 Moderate Misconduct

Moderate Misconduct is more serious than Minor Misconduct but does not rise to the level of Major Misconduct. These behaviors undermine sportsmanship and the enjoyment of the game but do not constitute physical intimidation, repeated hostility, or threats.

Examples include:

- Loud or prolonged arguing with umpires or coaches
- Confronting opposing players, coaches, or parents in a disrespectful but unthreatening manner
- Use of offensive, profane, or demeaning language not directed as a threat

Penalty: Suspension of 2–3 games and mandatory completion of sportsmanship or conflict-management training before returning to the field. Any subsequent infraction within 12 months shall be classified as Major Misconduct.

8.4.4 Major Misconduct

Major Misconduct includes serious violations that endanger the integrity, safety, or emotional well-being of participants, umpires, coaches, or spectators.

Examples include:

- Yelling at umpires, coaches, or parents in an aggressive, hostile, or threatening manner
- Physical intimidation or contact
- Repeated aggressive or abusive language
- Multiple instances of “Minor” or “Moderate” misconduct (see Rules 8.4.2 and 8.4.3)
- Any time a league member “fails in a material and serious degree to observe the rules of conduct” set by the league

Penalty: Referral to the member expulsion committee under Article VI, Section 3, of the Bylaws for consideration of penalties up to and including permanent expulsion from the league.

8.4.5 Aggravating Factors

The Committee may consider any of the following or similar aggravating factors when increasing the offending party’s punishment. This list is not exhaustive.

- Conduct that occurs within the sight or hearing of children, as children learn from what they see adults do and hear adults say at the fields

- Words or actions that indicate the targeting of an individual based on a protected class such as race or gender
- Conduct that results in police contact or presence at the fields
- Failure to stop the misconduct when confronted by a board member, since board members are the most likely authority figures to be able to immediately intervene when misconduct occurs

8.5 Incident Review

8.5.1 Report

If a league member (see Bylaws for definition) believes a Code of Conduct violation is too serious for a simple verbal warning from that member, or if the league member is uncomfortable or unwilling to give said verbal warning, they shall notify a Disciplinary Committee member of the incident.

8.5.2 Initial Review

The Committee discusses the incident. If at least two Committee members agree the violation may require more than a verbal warning, the Committee proceeds with an investigation. If a verbal warning is deemed sufficient at this stage, then one or more Committee members shall give the warning and document it in case the league member violates again.

8.5.3 Investigation

The Committee expeditiously gathers and reviews all relevant information about the incident.

8.5.4 Recommendation of Action

If the Committee finds that a violation has occurred and a verbal warning is insufficient, it shall recommend a Minor or Moderate violation and penalty to the Executive Board. If the Committee believes a penalty greater than a three-game suspension is warranted, the violation is deemed egregious enough to fall under Article VI, Section 3(c) of the Bylaws and shall be referred to the expulsion committee.

8.6 Suspension Pending Investigation

A coach under investigation for misconduct may not attend practices or games unless granted permission by the League President. If permission is granted, an Executive Board member must be designated to attend the practice(s) or game(s) as a league monitor to supervise the coach's behavior at all times while the coach is under investigation.

A majority vote of the Executive Board will revoke any permission granted by the President under this section.

8.7 Notice and Appeal

8.7.1 Rights of the Accused

Any person under investigation by the Disciplinary Committee has the right to:

- Review all evidence against them, including statements and video evidence.
- Present their side of the story and any additional evidence to the Committee.

8.7.2 Committee Findings and Executive Board Review

1. A simple majority vote of the Disciplinary Committee is required to recommend a violation and penalty to the full Executive Board. The Committee shall include the split (5-0, 4-1, etc.) when providing its recommendation to the Board.

2. The Committee must complete its investigation and provide its findings to the Executive Board within 72 hours of receiving a complaint.

3. If the Committee cannot conclude its investigation within 72 hours, it must immediately report the status and nature of the investigation to the Executive Board and request a short extension.

4. Upon receipt of the Committee's proposed verdict and penalty, any Executive Board member (with a proper Second) may move for a full Executive Board review.

5. A majority vote of the Executive Board is required to approve such a motion. If approved, the Executive Board shall meet (virtually or in person) within 48 hours to review the Committee's verdict and penalty.

6. At such a review, the verdict and penalty may only be modified or repealed upon majority vote of the Executive Board members present (assuming quorum is met).

7. Absent a successful motion for review, the findings of the Disciplinary Committee shall be deemed affirmed by the Executive Board. As such, the results shall thereafter be referred to as coming from the "Redondo Sunset Executive Board." The votes, comments, and opinions of Executive Board members cast or expressed during steps 1-7 in this section are confidential and not to be shared outside of the Executive Board.

8. Once findings are approved, or once a verdict and penalty are modified, repealed, or affirmed by the Executive Board, the accused and any other involved parties (such as victims or witnesses) shall be notified immediately, or no later than 24 hours after final action.

8.7.3 Appeals

1. A disciplined member may appeal the verdict or penalty within one week of being notified.

2. They shall have the right to present evidence or testimony in person to the Executive Board at the next regularly scheduled Board Meeting.

3. A simple majority vote of the Executive Board members present at a properly constituted meeting (with quorum) may overturn or modify the original verdict or penalty.

8.7.4 Recusal

1. To preserve impartiality, any Executive Board Member directly involved in, related to, or otherwise personally connected to a disciplinary matter shall recuse themselves from all discussions, deliberations, or votes related to that case.

2. A recusal shall be formally noted in the Committee's written record of proceedings.

3. If a Disciplinary Committee member is recused, the League President shall appoint an alternate committee member from the Executive Board who has no conflict of interest.

4. Failure to disclose a conflict of interest may itself be considered misconduct and referred to the Disciplinary Committee.

9. Junior Umpires

9.1 Redondo Sunset endorses the use of Junior Umpires as officials at all league games, to the extent possible. The Juniors shall be recruited, trained, supervised, and paid at the direction of the Umpire-in-Chief(s) or their designee(s) and based on input from the Executive Board. More information about this program can be found on the league's website:

https://softball.redondosunset.com/junior-umpire-program/

10. Batting Cage Guidelines

Supervision & Safety

10.1 Helmets must be worn at all times inside the batting cages.

10.2 Only team personnel and players are allowed inside during scheduled use.

10.3 Teams are responsible for cleaning and securing cages after use.

10.4 Batting cages may be opened and used only when an approved coach has obtained the approval of the league scheduler. Players and other minors must be supervised by approved and cleared adults at all times and may never use the cages unsupervised.