

**10 UNDER FP****GREATER PITTSBURGH GIRLS SOFTBALL LEAGUE FAST PITCH PLAYING RULES**

All rules not covered herein shall revert to the current ASA Rules

Players cannot play down in an age bracket. Player's age is as of December 31<sup>st</sup>.

**SECTION 1: GAME**

- A. **GAME LENGTHS:** Games are 6 innings, (**Recommendation:** After APPROXIMATELY 1-1/2 HOURS of play finish that inning and designate the next inning to be the final inning) The game is an official game after 4 full innings or 3 ½ if the home team is leading. The run rule is 15-12-10 after the 3<sup>rd</sup>, 4<sup>th</sup>, and 5<sup>th</sup> innings, respectively. A game ended before it is official will be replayed entirely (except for playoffs). If the last inning of play ends with a tie score, the game will be recorded as a tie.
- B. **RUNS PER INNING:** When FIVE (5) runs **MAXIMUM** are scored in the offensive teams half of the inning, the offensive team takes the field regardless of the number of outs. The inning will not end until the final play has ended, but a **MAXIMUM** of only five runs will count. The FIVE (5) run rule DOES NOT apply in the 6<sup>th</sup> inning, or any inning designated to be the LAST INNING at the beginning of the inning, or in any innings played under the INTERNATIONAL TIE BREAKER RULE.
- C. **TIE GAME:** If tied after 6 complete innings and TIME PERMITS, the game will continue under the INTERNATIONAL TIE BREAKER RULE. **If time does not permit, the game will end in a tie**
- D. **LINEUP:** A minimum of eight (8) players is required to start and finish a game. In the event that one team does not have the required number of players to start a scheduled game, the teams will share players and the game may be played. The intent is to play the game. The game would be officially scored as a "GAME PLAYED FORFEIT WIN" for the team who supplied the players. Call UP players from the same organization are legal players, call OVER players from other teams at the same age level are not legal players. If neither team has a minimum of eight (8) players, and no official game can be played, but a game is played, both teams will be awarded one (1) game point for a GAME PLAYED FORFEIT. The home team manager will be responsible to pay a full umpire fee for a GAME PLAYED FORFEIT or if the umpires were not properly advised of a cancellation.
- E. **WEATHER /FIELD CONDITIONS:** Prior to the start of the game, all judgments regarding weather and field conditions are the responsibility of the Home Team Manager. After the game has started, all judgments regarding weather and field conditions are the responsibility of the umpires. In no event shall a game continue if there is lightning sighted or thunder heard. The umpires will determine if a game is to be stopped for rain conditions. If the game is stopped, both team managers and the umpires will consult regarding continuation of the game. The umpires will have the final decision regarding continuation of play.
- F. **PLAYING FIELD:** BASES 60', PITCHING DISTANCE 35' (SEE RULE 3B), 3' RUNNING LANE at 1<sup>st</sup> base, DOUBLE 1<sup>st</sup> base is optional. The home team manager must consult with the umpire regarding ground rules. The umpire has the authority to change a ground rule for safety reasons.

**SECTION 2: FIELDING**

- A. **DEFENSE:** Each team may field up to ten (10) players on defense 4 will be outfielders. No player can sit on the bench for two (2) consecutive innings. Free substitution is applicable to all defensive positions. **Pitcher substitution, refer to Section 3.**
- B. **OVERTHROWS:** The ball is live, play continues, runners can advance at their own risk unless the ball enters an "out of play" area. **Runners CANNOT advance on overthrows when the catcher returns the ball to the pitcher after each pitch.**
- C. **INFIELD FLY RULE:** The Infield Fly Rule is NOT in effect.
- D. **DEFENSIVE CONFERENCES:** "The umpire shall advise both team managers prior to the start of the game". Managers/coaches are permitted 1 Defensive conference per inning. If a manager/coach exercises a 2<sup>nd</sup> defensive conference in the same inning, the pitcher will be removed from the pitching mound for the remainder of the game.

**SECTION 3: PITCHING**

- A. **INNINGS PER GAME:** A pitcher is permitted to pitch no more than 3 innings per game (consecutive or staggered). One (1) pitch to a batter will constitute a full inning pitched. If a manager removes a pitcher during an inning, that pitcher CANNOT RETURN "during that same inning, but can return in another inning as long as the pitcher does not exceed 3 innings pitched per game. COACH PITCH WILL BE USED THROUGHOUT THE REGULAR SEASON ---SEE SPECIAL RULES FOR COACH PITCH at the end of this document.
- B. **PITCHING DISTANCE:** The pitching distance is 35'. An eight (8') foot radius circle will be drawn from the center of the pitcher's rubber.
- C. **DELIVERY OF A PITCH:** A pitcher can start her delivery with either one (1) or two (2) feet on the rubber.

**SECTION 4: BATTER / BASE RUNNER**

- A. **LINEUP:** A continuous batting order will apply. Players arriving after the game has started can be inserted in the last position on the lineup.
- B. **OFFENSIVE CONFERENCES:** "The umpire shall advise both team managers prior to the start of the game". Managers/coaches are permitted 1 Offensive conference per inning. If a manager/coach exercises 2<sup>nd</sup> Offensive conference in the same inning, the batter will be declared out.
- C. **COURTESY RUNNER:** The manager is permitted to substitute a base runner for the catcher or an injured base runner at any time regardless of the number of outs. Courtesy runners will be the player who was the last out. Pitchers & catchers can run themselves, a courtesy runner is not required .
- D. **FAILURE TO TAKE A TURN AT BAT:** If a player does not take her turn at bat, "FOR WHATEVER REASON", an out will be recorded. The line-up will close and no additional outs will be recorded. The player may return and bat in the same position in the line-up, if the returning player again does not bat, an out will be recorded and the line-up will close. If a player must leave early and the opposing coach is notified prior to the start of the game, no out will be recorded.
- E. **3<sup>RD</sup> STRIKE:** The dropped 3<sup>rd</sup> strike rule does NOT apply. The batter is out on a dropped 3<sup>rd</sup> strike, but the ball remains live.

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- F. **BASE AWARDED TO RUNNER:** 8U SP ONLY

### SECTION 5: BASE STEALING AND LEADING.

- A. **BASE RUNNERS 1<sup>st</sup> or 2<sup>nd</sup> BASE:** A base runner cannot leave any base for any reason until the pitched ball passes home plate. Base runners starting at first (1<sup>st</sup>) or second (2<sup>nd</sup>) base are permitted to steal one (1) base per pitched ball, and are liable to be put out. Runners CANNOT advance more than one base on any over throws. Base runners cannot advance on a steal beyond 3<sup>rd</sup> base—NO STEALING HOME.
- B. **BASE RUNNERS 3<sup>rd</sup> BASE:** A runner on 3rd base is permitted to steal home, with liability to be put out, only if there is a pick-off attempt made on any runner at any occupied base. Base runners at 3<sup>rd</sup> cannot steal home on a pitched ball or an attempt to throw out a runner stealing 2nd.
- C. **BASE AWARDED TO RUNNERS:** A stealing runner, attempting to advance more than one base, can be put out while between bases. After play is declared dead, a runner who safely advanced more than one base will be returned to the correct base without liability to be put out.

### SECTION 6: HELMET RULE. “Managers must enforce this rule for the safety of the players”

- A. **BATTER/BASERUNNER:** Each batter and base runner must wear an approved batting helmet. The helmet must be worn securely while at bat and when the batter becomes a base runner. IT IS PARTICULARLY IMPORTANT THAT ALL PLAYERS WEAR THE HELMET WHILE RUNNING THE BASES.
- B. **PLAYER OR COACH EJECTION:** Refusal to wear a helmet shall result in the player being ejected from the game. The player shall be declared out. The player shall be removed from the lineup and the batting order shall continue. The ejected player's batting position will be skipped for the remainder of the game. **Any player or coach ejected from a game is also suspended from the next played game, a 2<sup>nd</sup> ejection will result in a suspension for the remainder of the season.**
- C. **PLAYER RECORDED OUT:** If while running the bases, the helmet comes off any base runner's head, or a base runner removes the helmet prior to leaving the field of play (unless time has been called and the play is declared dead), the offending base runner will be called out, play will be stopped at the first opportunity and all remaining base runners will be assigned the nearest base. THE OFFENSIVE TEAM IS NOT TO BENEFIT FROM A LOST HELMET BY A BASE RUNNER.
- D. **STOPPING OF PLAY:** If a player's helmet becomes dislodged during a slide or due to contact with a defensive player, the player will not be called out. Time will be called, and play will be stopped at the first opportunity. All base runners will be awarded the base they were closest to at the time the play is stopped. The intent of the rule is to protect the players from accident or injury from thrown balls. The rule is not intended to penalize a player for premature removal of a batting helmet. NEITHER THE OFFENSIVE OR DEFENSIVE TEAM IS TO UNFAIRLY BENEFIT OR BE UNFAIRLY PENALIZED AS A RESULT OF AN INADVERTANT LOST HELMET BY A BASE RUNNER.

### SECTION 7: EQUIPMENT

- A. **SOFTBALLS:** The home team is to provide TWO (2) NEW GPGSL approved WILSON A9260BASA .47 CORK CORE 375 COMPRESSION RATIO OPTIC YELLOW WITH RAISED RED STITCH 11-inch Fast Pitch Softballs for each home game
- B. **BATS:** Softball bats and baseball bats are officially authorized, unless they are more than 2 1/4 inches in diameter or 34 inches in length. **Bat rings & bat warmers are not permitted (SEE ASA RULE 3.7).** Wood bats, aluminum bats manufactured before 2000, and ASA STAMPED 2000 & 2004 bats are legal.
- C. **CATCHERS EQUIPMENT:** Catchers must wear a helmet with a facemask and attached throat protector, chest protector, and shin guards.
- D. **HELMET CHIN STRAPS:** NOCSAE approved batting helmets with NOCSAE approved face guards are required—chin straps are optional but recommended
- E. **UNIFORMS:** Team players are to wear their issued uniform and must also wear a numbered jersey. Additional appropriate clothing is permitted and encouraged during cold weather. . ALL PLAYERS MUST WEAR EITHER A TENNIS TYPE SHOE OR RUBBER SOFTBALL CLEATS
- F. **JEWELRY:** NO VISABLE JEWELRY IS PERMITTED EITHER ON THE PLAYERS BODY OR CLOTHING OR HAT / VISOR. THE ONLY EXCEPTION IS MEDIC ALERT BRACELETS AND WE URGE THAT THEY BE REMOVED ALSO DURING THE GAME. TAPING OVER PIERCINGS IS NOT PERMITTED

### SECTION 8: UMPIRES AND COACHES

- A. **UMPIRE ASSIGNMENTS:** ONE (1) umpire will be assigned to a game. In the event an umpire is not available, the home team manager is responsible to appoint an adult to act as an umpire.
- B. **DISPUTES AND INQUIRIES:** All disputes and/or unusual situations that occur during a game are to be reported to your Association Representative. Your Association Representative is to file a report with the 10 Under Fast Pitch Commissioner.
- C. **UMPIRES AND COACHES:** THE UMPIRES AND COACHES ARE ADULTS CHARGED WITH THE RESPONSIBILITY OF SEEING THAT THE GIRLS PLAY THE GAME FAIRLY AND SAFELY. YOU ARE PARTNERS IN THIS EFFORT, NOT ADVERSARIES.
- D. . **COACHES:** Any Coach that removes a team and refuses to complete a game will be **BANNED** from the GPGSL. Any coach ejected from a game is suspended for one full game, a second ejection results in suspension for the remainder of that season and one additional season

**NO ALCOHOLIC BEVERAGES OR TOBACCO PRODUCTS ARE TO BE USED DURING THE GAME BY PLAYERS, COACHES OR UMPIRES**

## FAST PITCH 10U COACH PITCH RULES

**(REVISED JUNE 2021---North)**

1. Kid pitchers will pitch to each batter until that batter hits the ball, strikes out or has a four (4) ball count, when there are four (4) balls on the batter the coach pitcher enters the game to pitch to that batter. There are NO walks permitted by the kid pitcher or the coach pitcher during the regular season. THERE ARE NO ILLEGAL PITCHES. Pitchers are to be corrected and properly instructed and permitted to do the best they can to do it right. . **Once coach pitch is employed 3 times in an inning, the remainder of the inning (the 4<sup>th</sup> entry by the coach pitcher) will be coach pitch ONLY. No pitching changes are permitted for the remainder of that inning.**
2. Batters do not walk or take 1<sup>st</sup> base if hit by a pitch—**when a batter is hit by a pitch the coach will immediately pitch to that batter—if the hit batter is injured, she can leave the game and return to play when she is able, no out is recorded—just skip that batter.**
3. Coach for team that is at bat will pitch to his/her team.
4. Batter strike count goes to zero when coach pitcher enters to pitch to a batter.
5. The coach pitches to the batter until she either hits the ball or strikes out—umpire will call only strikes (NO BALLS) when coach is pitching.
6. Coach pitch can be employed anytime during the game.
7. There will be NO walks during the regular season.
8. Coach pitchers should throw flat straight pitches commensurate with skill level of the batter.
9. Coach pitchers DO NOT have to pitch from 35' and should pitch from any location where they can consistently throw hard and straight underhand motion pitches that are consistently in the strike zone.
10. There is NO stealing, bunting, fake bunting, or slapping when the coach is pitching.
11. The coach is part of the field and any balls that hit the coach are in play—if the coach inadvertently catches the ball, that play is negated and the batter continues to bat until she hits it or strikes out
12. If a base runner leaves the base too soon (before to ball crosses home plate) send her back and teach her when to leave.
13. Any Attempt to pick a runner off any already occupied base releases that runner and ALL other runners and they are all free to advance at their own risk. A runner on third is frozen when a catcher attempts to throw out a runner stealing second.
14. **When coach is pitching, the kid pitcher must have at least one foot in the pitcher circle when the pitch is delivered, after which the kid pitcher can move freely to field any ball. Kid pitchers play the pitcher position, they DO NOT play back with the infielders.**

**PLAYOFFS:** Use exact same rules as used for the regular season with the following exceptions:

- A. Teams are limited to 3 walks in an inning after which regular Coach Pitch MUST be used for all playoff games .Coach Pitch can be used anytime the coaches agree that they want to employ it. Umpires are authorized to require coach pitch if they deem that the pitcher is not proficient.
- B. If only one team employs coach pitch during any part of the game, that team will not advance in the playoffs.
- C. If both teams employ coach pitch for any part of the game, the winning team will advance.
- D. When a batter walks, she must stop at 1st base—she cannot continue to 2<sup>nd</sup> base.

Pitchers are limited to a maximum of 3 innings per game for all games – one pitch constitutes an inning pitched.