

REVISION 2A MAR 2004
10 UNDER FAST PITCH

GREATER PITTSBURGH GIRLS SOFTBALL LEAGUE FAST PITCH PLAYING RULES

All rules not covered herein shall revert to the current ASA rules. Player's age is as of December 31st.

SECTION 1: GAME

- A. **GAME LENGTHS:** Games are 6 innings (RECOMMEND THAT A 2 HR TIME LIMIT BE APPLIED WHEN APPROPRIATE). The game is an official game and the ten (10) run rule will be in effect after 4 full innings or 3 ½ if the home team is leading, an unofficial game is replayed entirely. If the last completed inning of play ended with a tie score, the game will be recorded as a tie.
- B. **RUNS PER INNING:** When FIVE (5) runs 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 umpire has stopped play, and all runs resulting from that play will be recorded. The FIVE (5) run rule DOES NOT apply in the 6th inning or in any innings played under the INTERNATIONAL TIE BREAKER RULE.
- C. **TIE GAME:** If tied after 6 complete innings, the game will continue under the INTERNATIONAL TIE BREAKER RULE.
- 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. If neither team has a minimum of eight (8) players, no official game will be played and neither team will be awarded game points. The home team will be responsible to pay a full umpire fee if the umpires were not properly notified of the 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 1st base, DOUBLE 1st 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:** NOT APPLICABLE
- 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 2nd 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.
- 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 3: PITCHING (ADDENDUM TO 10 FP PITCHING RULES) Effective:3/18/05

- A. **FAST PITCH 10U COACH PITCH RULES.**
 - 1) WALKS DO APPLY
 - 2) Batters will NOT lose their ball count on a called strike pitch.

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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 2nd 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. The substituted runner will be the player who recorded the last out.
- 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. **BALL/STRIKE COUNT:** Batters will NOT lose their ball count on a called strike pitch.
- F. **3RD STRIKE.** The dropped 3rd strike rule does NOT apply. The batter is out on a dropped 3rd strike, but the ball remains live.
- G. **BASE AWARDED TO RUNNER:** Not Applicable

SECTION 5: BASE STEALING.

- A. **BASE RUNNERS 1st or 2nd BASE:** A base runners cannot steal a base until a pitched ball passes home plate. Base runners starting at first (1st) or second (2nd) base are permitted to steal one (1) base per pitched ball, and are liable to be put out. Base runners cannot advance on a steal beyond 3rd base.
- B. **BASE RUNNERS 3RD BASE:** A base runner on 3rd base is permitted to steal home, with liability to be put out, only if there is a play is made on that runner by an offensive player. Base runners at 3rd cannot steal home on a pitched ball.
- 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 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.
- 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 are not permitted.
- C. **CATCHERS EQUIPMENT:** Catchers must wear a helmet with a facemask and attached throat protector, chest protector, and shin guards.
- D. **HELMET CHIN STRAPS:** Associations are encouraged to provide chinstraps for the batting helmets.
- 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.
- F. **JEWELRY: NO VISABLE JEWELRY IS PERMITTED. THE ONLY EXCEPTION IS MEDIC ALERT BRACELETS AND WE URGE THAT THEY BE REMOVED ALSO DURING THE GAME. TAPING OVER PIERCINGS IS NOT PERMITTED**

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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.