

Revision 1A 4/1/03
10 UNDER SLOW PITCH

GREATER PITTSBURGH GIRLS SOFTBALL LEAGUE SLOW PITCH PLAYING RULES

All rules not covered herein shall revert to the current ASA Official Softball. Player's age as of January 1st of the current year

SECTION 1: GAME

- A. **GAME LENGTHS:** Games are 6 innings. A ten (10) run rule will be in effect for all games after 4 full innings or 3 1/2 where applicable. If the game is terminated, for reasons other than the ten (10) run rule, the game winner will be determined by the score of the last completed inning of play. If the last completed inning of play resulted in 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 shall not end till the umpire has stopped play, and all runs resulting from that play shall be recorded. The five (5) run rule does not apply in the 6th inning or any inning played under the INTERNATIONAL TIE BREAKER RULE.
- C. **TIE GAME:** At the conclusion of regular play, the game will continue under the INTERNATIONAL TIE BREAKER RULE .
- D. **LINEUP:** A minimum of eight (8) players are 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 WILL 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, and no game can be played, neither team will be awarded game points. The home team manager will be responsible to pay a full umpire fee if the umpires were not properly advised 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 start or 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 shall 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' or 40' (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 ELEVEN (11) players on defense 5 will be outfielders. No player can sit on the bench for two (2) consecutive innings. Free substitution is applicable to all defensive positions.
- B. **INFIELD FLY RULE:** The Infield Fly Rule is NOT in effect.
- C. **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 will not be eligible to pitch for the remainder of the game.

SECTION 3: PITCHING.

- A. **INNINGS PER GAME:** There are no restrictions on the number of innings per game a pitcher can pitch.
- B. **PITCHING DISTANCE:** Official ASA pitching distance is 40', but GPGSL permits a pitching distance of 35' to accommodate skill levels.
- C. **DELIVERY OF A PITCH:** The pitcher is not permitted to alter their pitching delivery by moving back and forth from pitching distances while pitching to the same batter. Whatever pitching distance is used for the 1st pitch, will be used for all pitches to that batter.

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 in the lineup. If a player must be removed from the line up, that batting position will be skipped for the remainder of the game. (SEE RULES4D & 5B)
- 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 any time the catcher is on base, regardless of the number of outs. The substituted player shall be the player who recorded the last out.

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- D. **FAILURE TO TAKE A TURN AT BAT:** If a player cannot take her turn at bat, "FOR WHATEVER REASON", the player will be removed from the lineup and cannot return to the lineup or participate for the remainder of the game. There will be no recorded out whenever the player's position in the lineup reoccurs. Managers are to notify each other of any player/players who will be leaving the game.
- E. **BALL/STRIKE COUNT:** Not Applicable
- F. **3RD STRIKE RULE:** Not Applicable
- G. **BASE AWARDED TO RUNNERS:** Not Applicable

SECTION 5: BASE STEALING

NOT APPLICABLE

SECTION 5: HELMET RULE: "Managers must enforce this rule for the safety of the players"

- A. **BATTER/BASE RUNNER:** 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, and the helmet comes off any base runner's head, or any 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 6: EQUIPMENT

- A. **SOFTBALLS:** The home team is to provide two(2) new GPGSL approved WILSON A9244BASA .44POLY CORE 375 COMPRESSION RATIO WHITE WITH FLAT RED STITCH 11-inch 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.
- C. **CATCHERS EQUIPMENT:** Catchers must wear a helmet with a facemask and attached throat protector, chest protector and shin guards are optional.
- 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 VISIBLE 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.

SECTION 7: 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:** Any 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 Slow 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.