



IFPAA League Rules
 (Slow Pitch – Minor 9-10)
REVISION 4C JUL 2009



Slow Pitch – Minor 9-10

GREATER PITTSBURGH GIRLS SOFTBALL LEAGUE SLOW PITCH PLAYING RULES

www.eteamz.com/gpgsl

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 January 1, 2000 or later.

SECTION 1: GAME

- A. **GAME LENGTHS:** Games are 6 innings. 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 **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 6th inning, **or any inning designated to be the LAST INNING prior to the start of that inning**, or any inning 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 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 and a loss for the team that was short. 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 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. **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 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.



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- 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.
- 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 an injured base runner at any time regardless of the number of outs. The substitute runner will be the player who recorded the last out. Pitchers and catchers will run for themselves.
- 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:** Not Applicable
- F. **3RD STRIKE RULE:** Not Applicable
- G. **BASE AWARDED TO RUNNERS:** Not Applicable

SECTION 5: LEADING & BASE STEALING

- A. **COURTESY/RELAXED STEP (SLOW PITCH ONLY):**

*NORTH HILLS---STRAIGHT ASA
SOUTH HILLS---RUNNERS CANNOT LEAVE THE BASE UNTIL THE BALL IS HIT*

SECTION 6: 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 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 for the next played game, a 2nd ejection will result in a suspension for the remainder of the season.**
- 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



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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 DeMARINI A9244B ASA .44 POLY CORE 375 COMPRESSION RATIO WHITE WITH FLAT RED STITCH 11-inch Softballs
- 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. 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 are optional.
- D. **HELMET CHIN STRAPS:** NOCSAE approved batting helmets are required, NOCSAE approved face guards and 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.
- F. **JEWELRY:** NO VISIBLE JEWELRY IS PERMITTED EITHER ON THE PLAYERS BODY OR CLOTHING OR HAT / VISOR. THE ONLE 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:** 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.
- D. **COACHES:** Any coach that removes a team from the field and refuses to complete a game will be banned from the GPGSL

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