

## 8 UNDER COACH PITCH

### GREATER PITTSBURGH GIRLS SOFTBALL LEAGUE INSTRUCTIONAL SLOW PITCH PLAYING RULES

[www.eteamz.com/gpgsl](http://www.eteamz.com/gpgsl)

All rules not covered herein will revert to current ASA rules. Player's age is as of December 31st. Players cannot play down in an age bracket.

#### **SECTION 1: GAME**

- A. **GAME LENGTHS:** Games are 6 innings with a recommendation to conclude the game after approximately of 2 hours of play. Game is official after 4 full innings or 3 ½ innings if 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. **There is no mercy rule for 8U**
- 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 5 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** prior to the start of the inning. **If the team roster is small, where possible and where feasible have every player bat in each half inning and do NOT count any resulting runs that exceed the run limit.**
- C. **TIE GAME:** In the event of a tie game, there will be no extra innings played. The game will be recorded as a tie.
- 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.
- E. **WEATHER /FIELD CONDITIONS:** Prior to the start of the game, all judgments regarding weather/ field conditions are the responsibility of the Home Team Manager. In no event shall a game continue if there is lightning sighted or thunder heard. If the game is stopped, both team managers shall consult regarding continuation of the game.
- F. **PLAYING FIELD:** BASES 55'—PITCHING DISTANCE 30' (SEE RULE 3B)—3' RUNNING LANE AT 1<sup>ST</sup> BASE—HASH MARKS MIDWAY BETWEEN 1<sup>ST</sup> & 2<sup>ND</sup>, 2<sup>ND</sup> & 3<sup>RD</sup>, 3<sup>R</sup> & HOME, DOUBLE 1<sup>ST</sup> BASE IS OPTIONAL. The home team manager must advise the away team manager of the playing field ground rules. The managers are encouraged to set ground rules to optimize player safety.

#### **SECTION 2: FIELDING**

- A. **DEFENSE:** Each team may field up to twelve (12) players on defense 6 will be outfielders. No player can sit on the bench for two (2) consecutive innings. Free substitution is applicable to all defensive positions. A player may play no more than two (2) innings at any one position and no more than 4 innings in the infield. Coaches are encouraged to move players around. Catcher's are considered infielders. Outfielders are to be positioned approximately 20' behind the infielders. Outfielders can make force outs at the bases provided they start in the correct position behind the infielders. **KEEP THE ROSTERS SMALL, ROSTERS OF LESS THAN 9 PLAYERS ARE ACCEPTABLE**
- B. **OVERTHROWS:** Overthrows at 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> will result in a delayed dead ball and runners cannot advance. **RUNNERS ATTEMPTING TO ADVANCE ARE AT RISK OF BEING TAGGED OUT WHEN THEY TRY TO ADVANCE, BUT WILL BE RETURNED TO THE PREVIOUS BASE IF THEY ADVANCE SAFELY.**
- C. **INFIELD FLY RULE:** The Infield Fly Rule is NOT in effect.
- D. **DEFENSIVE CONFERENCES:** Managers/coaches are permitted Defensive Conferences during an inning to instruct a player or players. Managers are to exercise prudence and limit the time spent on the conference so as not to delay the game. Managers may be on the field to help instruct, but they are to be positioned behind the outfielders or in foul territory

#### **SECTION 3: PITCHING**

- A. **INNINGS PER GAME:** Managers or coaches will pitch to their own team. **The Manager pitcher should throw reasonably flat straight pitches with little or no arc. The objective is to hit the ball, run the bases, field, throw, get runners out and learn to play the game. Coaches are encouraged to adjust the speed of the pitch consistent with the skill level of the batter. A defensive player will occupy the pitching position. Coach pitchers can pitch from any distance that allows them to throw reasonably flat straight pitches. NOTE: At the 10u level players will decide if they will pursue Fast pitch or Slow Pitch and thus whether they will learn to hit hard and straight pitching or 6' to 12' arc pitching.**
- B. **PITCHING DISTANCE:** Pitching distance: 30 ft. May be adjusted to accommodate player ability. Kid pitcher must have at least one (1) foot inside 16' diameter circle around the pitching rubber when the pitched is released she can move as soon as the pitch is thrown.
- C. **DELIVERY OF A PITCH:** FOR SLOW PITCH 10U, 12U, 15U, AND 18U ONLY

#### **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:** Managers/coaches are permitted Offensive Conferences during an inning to instruct a player or players. Managers are to exercise prudence and limit the time spent on the conference so as not to delay the game.
- 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 substituted runner will be the player who recorded the last out.
- D. **FAILURE TO TAKE A TURN AT BAT:** If a player cannot take her turn at bat, that position in the line-up will be skipped. The player can return to the line-up at any time in the same position the batting order.
- E. **BALL/STRIKE COUNT:** A batter will be allowed 7 pitches before being called out. An at bat cannot end on a foul ball.

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- F. **3<sup>RD</sup> STRIKE RULE:** FAST PITCH ONLY
- G. **BASE AWARDED TO RUNNERS:** Hash marks in the base line will be used to determine the base runners position at the time the play is declared dead. If the runner is beyond the hash mark, the runner will be awarded the next base. If the runner is not beyond the hash mark, the runner will be returned to the base last occupied. When a ball is hit into the outfield and returned to the infield by the outfielder, play will stop when the infielder gains full control of the ball. Runners will be awarded bases predicated upon their location relative to the hash marks when play was stopped.

## SECTION 5: LEADING & BASE STEALING

- A. **COURTESY/RELAXED STEP:** No courtesy or relaxed step is permitted---RUNNER 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/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 will result in the player being ejected from the game. The player will 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 FOR ANY REASON 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 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 7: EQUIPMENT

- A. **SOFTBALLS:** The home team provides two (2) new 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.
- 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. **ALL PLAYERS MUST WEAR EITHER A TENNIS TYPE SHOE OR RUBBER SOFTBALL CLEATS**
- F. **JEWELRY:** NO VISIBLE 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
- G. **FACE MASK:** **All players playing the pitcher position will wear a face mask. All other defensive infielders are ENCOURAGED to wear a face mask but not required.**

## SECTION 8: UMPIRES AND COACHES

- A. **UMPIRE ASSIGNMENTS:** The home team manager will arrange for an involved adult, parent, or capable teenager to umpire the game.
- B. **DISPUTES/INQUIRIES:** Any disputes and/or unusual situations that occur during the game are to be reported to your Association Representative. Your Association Representative is to file a report with the Instructional League 8 Under Slo Pitch Coordinator, who will advance it to the SP commissioner if necessary.
- 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 UMPIRE