

Fall 2010 Douglas County Girls Softball 10&U Fastpitch Rules Supplement

Adopted September 2010

1. Offering Fastpitch in the Fall Program for the first time, Douglas County Girls Softball's Board has instituted the following rules to be used in the Fall of 2010. The rules approved for 2010 in 2009 did not take into account necessary changes to allow the 10&U recreational teams to play a game that would in the Board's opinion be suitable. These rules which shall apply to all Fall regular season and any End of Season Tournament Games.
2. These rules shall expire at the end of the Fall 2010 Season unless the Board votes to use them during any additional spring or fall season.
3. It is the intent of these rules to allow for the 10&U Division to become familiar with the fastpitch game. If the published 2010 Rules and these Fall rules are in conflict, the Fall Rules will prevail.
4. All a play will utilize an 11" ball.
5. The "dropped 3rd strike" rule is NOT in effect. Effect: If a pitch results in a 3rd strike to be recorded on a batter the batter is out and she cannot advance to first base. The ball remains live.
6. The "look-back" rule is NOT in effect. Umpires will call time to stop "cat & mouse" situations between pitchers with possession of the ball in the circle and base runners. Effect: All runners will retreat to last base legally touched.
7. Pitching distance is 35 feet.
8. Illegal Pitches shall not be called on player-pitchers. The umpire shall inform the pitcher's manager about the pitcher's action that would normally result in an illegal pitch being called at the completion of the half-inning. Effect: The results of the pitch/play stand.
9. Stealing: Only one base per play. Effect: If a base runner on 1st base (or 2nd) attempts to steal and the defense is unsuccessful in putting the base runner out, the base runner cannot attempt to progress to the next base on the same play. Exception: If the defense proceeds to attempt a play on a different base runner, the original base runner can attempt to steal the next base at her own risk.
10. Stealing: A base runner cannot steal home unless there is a play at another base. Effect: A base runner at 3rd cannot steal home on a passed ball/wild pitch (or any other live ball situation) unless the defense is attempting a putout on another base runner.
11. Pitching rules: All effort to allow games to utilize player-pitchers shall be expended.
 - a. A player-pitcher shall be used to pitch for a minimum of one inning per game unless both teams agree in advance that Machine Pitch or Coach Pitch method will be utilized (See 11.c below).
 1. If after the first inning the defensive team cannot field a pitcher that can consistently deliver hard, flat underhanded-pitches that are in the strike zone the offensive team can utilize the Machine Pitch or Coach Pitch method.
 - b. During the first inning and any succeeding inning that a player-pitcher pitches, the player-pitcher will be allowed to walk a maximum of three batters per inning. After three batters have been walked, when a batter receives a fourth "ball", the Offensive team will provide a Coach Pitcher to complete the batter's turn at bat. The Strike count on the batter carries forward (all normal strikeout rules apply). The Batter will receive a maximum of three (3) pitches from the Coach Pitcher in order to hit the ball. A pitch that is unhittable will count toward the pitch total. See Coach Pitch Rules for information governing the game when a pitching coach is utilized.
 1. If after the third pitch the batter has not hit the ball and been put out by the defense or reached a base legally, the batter shall be out. Effect: No Walks.
 2. If the third pitch results in an uncaught foul ball, the batter will continue to receive pitches until she swings and misses, does not swing, or she hits the ball and is put out by the defense or reaches a base legally.
 - c. All efforts shall be made to use a player of the appropriate age to pitch. In the event that a team cannot field a pitcher that can consistently deliver hard straight underhand pitches that are in the strike zone, the following exceptions can be made at the request of the defensive team prior to or during a game.
 1. Utilize Coach Pitch Rules as noted herein.
 2. Utilize Machine Pitch Rules as noted herein.
 3. Paragraph 11.c.1 and 11.c.2 are considered one choice with the offensive team utilizing either method as they see fit. Effect: In a game where the defensive team requests the use of a either a pitching machine or a coach to pitch the offensive team can choose which method will be used. In the absence of the availability of a pitching machine, a coach will have to pitch.

Fall 2010 Douglas County Girls Softball 10&U Fastpitch Machine-Pitch Rules

Adopted September 2010

1. **The pitching machine shall be set with the center of the machine at thirty-five (35) feet. The machine speed will be set no slower than 35 to 40 mph. Prior to each use, the umpire will have each offensive coach feed at least one pitch and obtain a consensus that the machine is set correctly. "Dimple" balls will not be used. The umpire may adjust the pitching machine any time he/she believes it is needed.**
2. A coach from the offensive team shall feed the pitching machine. **This coach may give advice and help to the batter only. He/she may not coach the batter-runner or runners at ANY time.** Effect: 1st offense: a warning from the Umpire. 2nd offence: the pitching coach shall be relieved of pitching duties for the remainder of the game.
 - d. After a batter hits the ball, this coach shall remain motionless behind the pitching machine or move quietly away from the playing action into foul territory away from the play. If, in the judgment of the umpire, a coach intentionally violates this rule and is hit by a batted or thrown ball, a dead ball will be called and the runner closest to home will be called out, the batter-runner will be awarded 1st base (unless no runners are on base – then she is the runner closest to home and therefore out), and other runners will advance only if forced.
 - e. After a batter hits the ball, this coach shall remain motionless behind the pitching machine or move quietly away from the playing action into foul territory away from the play. If, under the judgment of the umpire, a coach did not intentionally violate this rule and is hit by a batted ball, the ball is treated as hitting the machine.
 - f. The umpire may restrict a coach to the bench or eject him/her for repeated violations of this rule.
3. The batter will receive a maximum of five pitches or three swinging strikes, whichever occurs first in order to hit the ball. A batter cannot "foul out" – she will continue to receive pitches until she hits the ball, strikes out or receives five pitches. **No Walks. If the fifth pitch is hit foul the batter will remain alive as long as they continue to foul off pitches.** The umpire may call a "no pitch" if the pitch is clearly out of the strike zone and the batter does not swing.
4. **A batted ball that hits the pitching machine shall be ruled a dead ball. The batter is awarded first base. All other runners will be awarded one base only if they are forced.**
5. A runner may not leave a base until the ball leaves the pitching machine. Coaches feeding the machine shall use a "windmill" arm motion leading to releasing a ball into the machine.
6. **No bunting shall be allowed.**
7. A batter that is hit by a machine-pitched ball shall not be awarded first base. She will be given time to recover or the next batter shall take her place (including accumulated pitch count) without any penalty.
8. There is no dropped 3rd strike rule. However the ball remains live and runners (not the batter) may advance/steal with liability to be put out.
9. At the start of a pitch, one player shall be in the pitcher's position on either side of the pitching machine with one foot on or in the 8 foot radius circle. She shall be no closer to the plate than the pitching machine.
10. **Defensive players may not move in front of the pitching machine towards home plate until the ball has exited the pitching machine.** Should a defensive player be in front of the pitching machine prior to the ball leaving the pitching machine, an illegal pitch shall be declared (base runners awarded one base) and not counted in the five pitch total. If no runners are on base, a warning is issued to the defensive team. For a second offense on the same batter, the batter is awarded first base. All other runners advance one base, regardless of force. The offense can decline the batter's base award.
11. **The ball is live after each play until the defensive team has stopped all runners from advancing. Umpires should call time at this point. There is no look-back rule in machine pitch. This rule does not preclude the umpire from calling or granting time in situations such as when a runner has slid into a base, requests time, no other runners are advancing, or there is an injured player.** The ball shall be dead immediately anytime the pitching coach touches a ball thrown to him/her at the end of a play (whether they catch it or not) and all runners will return to the last base touched
12. **After the ball has been hit, if in the course of a play, the ball contacts the pitching machine an immediate dead ball will be called by the umpire and all base runners will advance to the next base not already attained.**
13. **During any play, if in the umpire's judgment the pitching machine causes a danger to any player (due to proximity of any player to the machine) the umpire shall call dead ball and stop all play. Effect: Play stops, all base runners will be safe at the nearest base.**

Discussion and Points of Emphasis for 10&U Fastpitch Machine-Pitch Rules

1. The philosophy behind these rules is to make them as few and as simple as possible while accommodating the uniqueness of 10&U Fastpitch Machine Pitch games.
2. The only duties for the pitching machine coach are to feed the pitching machine and to coach the batter while at bat and before the batter hits the ball. Limiting the pitching machine coach to these duties only provides for a more realistic game environment and prevents the pitching machine coach from becoming a distraction to the defensive team. The pitching-machine coach may not make appeals. The pitching-machine coach may not make a "request for help" unless it pertains to the pitching machine.
3. The electrical extension cord from dead ball area to the pitching machine is considered to be part of the playing field. A batted or thrown ball that touches the cord shall remain live. If a player trips over the electrical extension cord, it will be the same as tripping over any other object that is part of the playing field. If a batted ball hits the cord and goes foul it is a foul ball.
4. "*In front of the pitching machine*" means a direct line along the shortest path from the center of the pitching machine to the 1st base and 3rd base line.

10&U Fastpitch Machine Pitch Umpire Mechanics

Two umpires will be used for the End of Season Tournament if at all possible. One umpire may be used only during the regular season.

ONE-MAN MECHANICS.

1. Initial position on the 1st base side approximately 15 feet from home plate and 10 feet off the foul line.
2. If possible, move into fair territory behind the batter-runner between the pitching machine and the 1st base line to make calls at 1st. If not possible, move towards 1st base in foul territory.
3. Hustle to a position between the pitching machine and 2nd base for plays at 2nd base. Be alert to gain a good sight angle for swipe tags.
4. Because you will be inside of the diamond with runners running the bases, most calls at home will be made from fair territory in front of home plate. Be careful to stay out of the way of throws to home plate.

TWO-MAN MECHANICS.

1. Plate Umpire.
 - a. Initial position same as for one-man on the 1st base side approximately 15 feet from home plate and 10 feet off the foul line.
 - b. Make all calls at Home plate and 1st Base.
 - c. Make all foul ball calls.
 - d. Make fly ball calls to right field.
 - e. Responsible for tag-ups at 1st base.
2. Base Umpire.
 - a. Initial position behind the shortstop.
 - b. Make all calls at 2nd and 3rd base.
 - c. Make fly ball calls to center and left field.
 - d. Responsible for tag-ups at 2nd and 3rd base.

Fall 2010 Douglas County Girls Softball 10&U Fastpitch Coach-Pitch Rules

Adopted September 2010

1. A coach from the offensive team or a designated person shall pitch to his own team – the person delivering the pitches shall be referred to as the pitching coach. The pitching coach may give advice and help **to the batter only**. He/she may **not** coach the **batter-runner or runners at ANY time**. Effect: 1st offense: a warning from the Umpire. 2nd offense: the pitching coach shall be relieved of pitching duties for the remainder of the game.
 - a. After a batter hits the ball, the pitching coach shall remain as motionless as possible or move quietly away from the playing action into foul territory away from the play. If, under the judgment of the umpire, the pitching coach intentionally violates this rule and is hit by a batted or thrown ball, a dead ball will be called and the runner closest to home will be called out, the batter-runner will be awarded 1st base (unless no runners are on base – then she is the runner closest to home and therefore out), and other runners will advance only if forced.
 - b. After a batter hits the ball, the pitching coach shall remain as motionless as possible or move quietly away from the playing action into foul territory away from the play. **If, in the judgment of the umpire, the pitching coach did not intentionally violate this rule and is hit by a batted ball, the ball is treated as single for the batter. Runners move up only if forced.**
 - c. The umpire may restrict a pitching coach to the bench or eject him/her for repeated violations of these rules.
 - d. **The pitching coach does not have to stand on the rubber and should pitch from any location where they can consistently throw hard straight underhand pitches that are in the strike zone.**
2. The batter will receive a maximum of five pitches or three strikes, whichever occurs first. **If the fifth pitch is hit foul the batter will remain alive as long as they continue to foul off pitches.** If the batter fouls a bunt attempt with two strikes the batter will be called out. Balls outside of the strike zone and not swung at count toward the pitch count. Exception: if the pitching coach is pitching because of excessive walks by a player pitcher per 11.b of the 10&U Fastpitch Rules Supplement, the pitch totals will be as per 11.b of the Supplement. **No Walks.**
3. **A batted ball that hits the pitching coach shall be ruled a dead ball. The batter is awarded first base. All other runners will be awarded one base only if they are forced. See 1(a) for exceptions.**
4. A runner may not leave a base until the ball leaves the pitching coach's hand.
5. **Bunting shall be allowed.**
6. There is no dropped 3rd strike rule. However the ball remains live and runners (not the batter) may advance/steal with liability to be put out.
7. At the start of a pitch, one player shall be in the pitcher's position on either side of the pitching coach with one foot on or in the 8 foot radius circle. She shall be no closer to the plate than the pitching rubber.
8. The player in the pitching position may not move in front of the pitching rubber towards home plate until the ball has been released by the pitching coach. Should the pitcher be in front of the pitching rubber prior to the ball being released, an illegal pitch shall be declared (base runners awarded one base) and not counted in the five pitch total. If no runners are on base, a warning is issued to the defensive team. For a second offense on the same batter, the batter is awarded first base. All other runners advance one base, regardless of force. The offense can decline the batter's base award.
9. ***The ball is live after each play until the defensive team has stopped all runners from advancing. Umpires should call time at this point. There is no look-back rule in coach pitch. This rule does not preclude the umpire from calling or granting time in situations such as when a runner has slid into a base, requests time, no other runners are advancing, or there is an injured player. The ball shall be dead immediately anytime the pitching coach touches a ball thrown to him/her at the end of a play (whether they catch it or not) and all runners will return to the last base touched.***

Discussion and Points of Emphasis for 10&U Fastpitch Coach-Pitch Rules

1. The philosophy behind these rules is to make them as few and as simple as possible while accommodating the 10&U Fastpitch game.
2. The only duties for the pitching coach are pitch to the batter and to coach the batter while at bat and before the batter hits the ball. Limiting the pitching coach to these duties only provides for a more realistic game environment and prevents the pitching coach from becoming a distraction to the defensive team. The pitching coach may not make appeals.

10&U Fastpitch Coach Pitch Umpire Mechanics

Same as 10&U Fastpitch Machine Pitch Umpire Mechanics