

# **GIRLS AGES 9 & 10 “Fastpitch”**

**AGES: 9 AND 10 AS OF 8 / 1 / 2019**

**OBJECTIVE:** To provide a softball league for girls allowing them to refine on-field skills such as throwing, catching, fielding and pitching. This league will be referred to as a fastpitch league in order to teach and develop this pitching technique. However, it is understood that the participants are in the early learning stages.

**\*TIME LIMIT IS 1 HOUR AND 30 MINUTES**

**\*PITCHING DISTANCE - 35 FEET FOR COACHES AND PLAYERS**

**\*BASE DISTANCE - 60 FEET**

**\*CONTINUOUS BATTING ORDER (ALL PRESENT WILL BAT)**

**\*NO STEALING**

**\*GRADUAL CHANGE FROM COACH PITCH TO PLAYER PITCH**

**\*GAMES WILL BE FIVE INNINGS, (NO NEW INNING IF 15 MINUTES LEFT IN TIME LIMIT)**

**\*AN 11" (RED DOT) SOFTBALL WILL BE USED**

1. This league will adhere to the rules as published in the 2018 Amateur Softball Association (A.S.A.) Rules book, except where modified herein.
2. This league was designed to provide players with little or no experience a structured league environment where players can learn the basic skills and concepts of the game.
3. Official score will be kept. No standings will be kept.
4. **PARTNERING COMMUNITIES:** Partnering community's softball programmers are responsible for submitting scores for games played on their fields. The coaches do not need to submit any game scores to Independence Township Parks, Recreation & Seniors.
5. Coaches will be provided with, and required to use, roster rotation forms. The intent is to ensure all players the same opportunity to play a number of positions, and approximately the same amount of playing time. Players shall play 1 infield and 1 outfield position per game. See general rules.
6. The ten game schedule will include a gradual change from coach pitch to player pitch following this schedule:
  - Games 1-2: Coaches pitch entire game
  - Games 3-5: 3 innings coach pitch (first) / 2 innings players pitch
  - Games 6-8: 2 innings coach pitch (first)/ 3 innings players pitch
  - Games 9-10: Players pitch entire game
7. The games pitching schedule can be modified only if both coaches are in agreement. The change must be approved the Site Supervisor and Plate Umpire. The Site Supervisor will make the final decision.
8. **With Coaches Pitching:**
  - a. Each batter will see no more than 5 pitches. After seeing 5 pitches, the batter will be declared out. If a pitch is "un-hittable", the umpire shall immediately declare "no pitch" and it will not count towards the 5 allowed.
  - b. Three strikes, batter is out format will be used. Since balls and "called" strikes are not enforced while the coach is pitching, strikes will only be enforced in the occurrence of a swing and miss or foul ball.
  - c. A defensive player will be positioned next to the adult pitcher to play that defensive position after the pitch has been thrown.
  - d. Coaches will pitch from 35 feet.

9. With Players Pitching: (Either U.S.A. or Federation technique)
  - a. Regular 3 strikes, 4 balls format will be used.
  - b. Pitching duties should be spread out amongst more than one or two players (rotation forms).
  - c. Players will pitch from 35 feet.
10. This is a "fast pitch" league, an emphasis should be placed on technique and accuracy, **not speed**. Big strike zone used. It can be called a strike if it is hittable.
11. Half innings will conclude with the third out or the end of the batting order, whichever comes first.
12. No stealing - base runners must remain in contact with the base until the ball is hit.
13. No Protests
14. Coaches will be required to use a continuous batting lineup. Ex: If batter #7 was the last batter in game 2, batter #8 will be the leadoff batter at the start of game 3. This is to ensure equal batting time for all.
15. Pitchers cannot walk in runners when the bases are loaded. If the bases are loaded and the batter receives ball 4, the coach for the batting team will come in to finish out the count for that batter.
  - All pitches thrown by the coach will be called a strike, unless the ball is "unhittable". If a pitch is unhittable, the umpire shall immediately declare "no pitch."
  - The batter does get to continue the at bat if he/she hits a foul ball on a 4-2 count.
  - Batter will be allowed to finish out their count they had before the coach came in.
  - Ex:** If the coach enters the game with a 4-1 count, the batter would get strikes 2 and 3 (2 pitches), to hit the ball into play or strike out.
  - After the batter either gets out or reaches a base, the player pitcher will step back in and pitch to the next batter.
16. Time Limit:
  - a. No new inning after 1 hour and 15 minutes. If an inning is already in play at this time period, the full inning will finish, **UNLESS** the home team is winning. Umpires will rule on the time limit. Umpire will keep the time. Site Supervisor has final say if there is a difference in opinion of time.