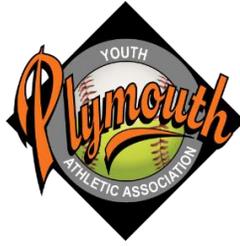


Plymouth Fastpitch Development League (PFDL)



The Playing Rules for 10 and under Girls – (Girls 6-10 years of age suggested)

Teams may use ASA Girl's 10 & Under Classification playing rules and regulations -

1. Ball: 11" Softie Softball - Easton Incredi-ball (Reduced Injury Factor Ball/Safety Ball) or similar will be used.
2. Pitching 32 ft. / Pitching Circle eight (8) ft. radius around the pitcher's plate. Distance between bases shall be sixty (60) feet.
3. The Game: Five (5) Innings or Sixty (60) Minutes
4. Team: each team may use nine (9) or ten (10) players provided it is made known prior to the start of the game.
5. Batting Order/Lineup: All offensive players shall be listed by their first and last name in the order in which they shall bat. All players must remain in the dugout and behind the fences until moving onto the on deck spot. Players may not stand in the doorway to await their turn to bat or while sitting out of the defensive lineup.
 - 5a. Batters and base runners are to keep helmets on at all times they are inside the fence line of the playing field.
 - 5b. No metal spikes are allowed.
 - 5c. Catchers must wear full gear set
6. Defensive Positions: six (6) infielders and three (3) or four (4) outfielders (All defensive players on the infield are required to wear the protective facemask)
7. Coach-Pitcher: After 4 balls pitched, a coaching member of the team's coaching staff shall pitch the ball in an underhand motion to each batter of his/her team. At the umpire's discretion he/she may allow the coach-pitcher to move forward from the pitching rubber to a position that will allow them to deliver a hittable ball to the batter. Batter: Each batter will be allowed five coach pitches to bat the ball in play. A batted foul ball on the fifth pitch will not count as one of the five pitches. Each batter that fails to bat the ball in play will be counted as an out, and the next batter in the batting order will take his/her place at bat. No bunting allowed.

8. Player-Pitcher: Shall be a playing member of the team, and we want to stress form and balance at this level. Mechanics will be stressed as of key importance. 2 innings maximum per player per game. Coaches can stand behind catcher as back-up.

8a. If a batter is hit by a pitched ball the batter is awarded first (1st) base.

9. Parents or Coaches are recommended as umpires – One umpire required - standing behind pitcher. Rotating parents/coaches as umpires between innings is suggested.

10. Inning: Each team on offense will be allowed five (5) runs or three (3) outs at which time the teams will alternate offense and defense.

11. Run Ahead Rule: The game will be called at the end of four innings if one team is ahead by six (6) or more runs.

12. Tie-Breaker: The Tie Breaker Rule will be used to break ties after five innings or time has expired.

- Runner on 2nd, 1 out, first team to score wins. Away team hits first.

13. The Designated Player (DP) Rule will NOT be used.

14. Infield Fly Rule: Not in effect.

15. Dropped Third Strike: Not in effect.

16. Base Stealing: Not allowed.

17. Time shall be called by the umpire and the play is over in the following:

a. The advancement of the lead runner has been stopped.

b. An overthrow at first and third base involving a play on a base or batter runner, and the ball enters foul or dead ball territory. Effect: All runners, including batter-runner will be awarded one base, and the award will be governed by the positions of the runners when the ball left the fielders hand. Placement of base runners occupying the same base or base line will be based on the lead runner, unless forced to advance by the batter-runner.

18. Players should be taught to slide. The intent of this rule is to minimize injuries caused by unnecessary collisions. No player shall be called out for simply failing to slide. All of these instances shall be judgment calls by the umpire(s).

19. All jewelry must be removed before a player is permitted to play. The only exception is for medical identification, which must be hidden.

20. Coaches are encouraged to rotate all players throughout the game so that all have an opportunity to play each position throughout the season.

21. Pinch runners will not be allowed.

22. Substitutions may be made freely on defense.

23. No Pick-Up players from outside any community's organization are allowed.

24. Coaches and players cannot argue with or be abusive toward umpires before, during or after games.

25. Any coach or player ejected from a game by an umpire shall also be suspended for one (1) game.