

Rules and Regulations for Elk City Girls 10U Fast Pitch

1. Will be player pitch and when the batter gets to a 4 ball count, unless she strikes out before then, the coach of the batting team will come in and pitch to the batter, a maximum of two pitches to the batter depending on the strike count. (i.e. A batter with 2 strikes will receive only 1 pitch from the coach, and a batter with 0 or 1 strike will receive 2 pitches from the coach.) The coach pitching must make a fast pitch throw and not a slow pitch throw. The coach pitcher must have one foot on the pitching rubber when the ball is released to the batter. Any pitch that does not follow this rule will count as a strike against the batter, and will be a dead ball. (i.e. no runners may advance, the batter may not take a base if the pitch is hit.
2. 10U fast pitch division will use an 11" ball.
3. The pitching rubber will be set 35' from home plate.
4. There will be no walks in this age group. The batter either hits or strikes out. The batter will be awarded first base when hit by a pitch thrown by the player pitcher. See Rule #8 below.
5. Three outs or maximum 6 runs per inning.
6. Games will be 5 innings or time limit.
7. Games will be 1 hour and 10 minutes, no new innings after 60 minutes. A timer will be used to keep the time and will be started by the umpire in charge of the game. Each game will last until all innings are played OR the designated time has expired. The time limit CANNOT expire between innings. (For example: if the home team makes the third out before time expires, regardless of how much time remains, the next inning will be played.)
8. Short-handed rule: play can start with 7 players, with no automatic outs. When the next player arrives they go at the bottom of the batting order and can start play immediately.
9. Base runners can steal 2nd and 3rd base (only one base per pitch; i.e. the runner may not advance to 3rd base when the catcher makes an overthrow to 2nd on an attempted steal). The base runner will be allowed to attempt to steal home on a passed ball from the player pitcher only.
10. Base runners are allowed to advance one base only on an overthrow from the catcher.
11. If a batter is hit by a pitched ball from the player pitcher the batter will be awarded first base, if the batter makes an attempt to get out of the way of the pitch. IF NO

ATTEMPT IS MADE TO GET OUT OF THE WAY OF THE PITCH, IT WILL BE CONSIDERED A BALL. NO BASE will be awarded if hit by the coach pitcher.

12. Time will not be called in any fast pitch games to stop play.
13. Third strike foul ball will be a foul ball and the batter will continue batting.
14. In all divisions of play, the Elk City teams will remain together each season. However a player may choose to leave the team for the next season and be placed back in the draw, for that season.
15. All other NFHS rules apply.
16. All out of town teams must submit a player roster with birth certificates and pay league entry fees before being added to the league schedule. The board will have a copy of all team rosters to verify all players, and ages.
17. Only one defensive coach is allowed on the field at a time. Coach must remain a minimum of 10 feet outside of the baselines and not impede play of the game.
18. Batters may bunt off of the player pitcher ONLY. No bunting allowed off of the coach pitcher.
19. The batter will be allowed to attempt to take first base on a dropped third strike on pitch from player pitcher. Batter will not be allowed to attempt to take first base on a dropped third strike pitched by the coach.
20. 10 & Under coaches may pick one (1) assistant coach prior to the player draw. Only your own children are to be automatic players on your team prior to the player draw.