# SLOWPITCH SOFTBALL RULES

## **Teams:**

Consist of 10 players: catcher, pitcher, 1st baseman, 2nd baseman, 3rd baseman, shortstop, left fielder, center fielder, right fielder, and rover (short center).

#### Game:

Consists officially of 7 innings. Each team remains at bat until 3 outs have been made. When each team has been at bat until 3 outs are called, one complete inning has been played. Bases are 60 feet apart.

# Pitching:

- a. The pitcher must have both feet on the pitcher's plate and shall take in no more than one step delivering the ball to the batter.
- b. The ball must be thrown with an underarm swing.
- c. The pitcher shall make no motion to pitch without completing that pitch.
- d. If she/he does make a motion, and does not make the pitch, a re-pitch is called.
- e. Strike zone is between batter's shoulder and knees when in a neutral batting stance.
- f. Distance between the pitcher's plate and home plate is 46 ft. for men & women.
- g. Arc of ball pitched must be between 6 12 feet above the ground.

# **Batting:**

### Batter is out if:

- a. 2 strikes are made or called.
- b. Any batted fair or foul fly ball is caught.
- c. She/he is hit by their own batted ball in fair territory before it is played on by a fielder.
- d. Infield fly rule.
- e. Bunts or chopped downward stroke.
- f. 2 foul balls are hit.
- g. A foul tip higher than the batter's shoulders is caught by the catcher.

# Batter is a baserunner if:

- a. She/he makes a fair hit.
- b. 3 balls have been called on her/him.
- c. She/he is hit by a pitched ball (batter must make an effort to dodge the pitched ball.)

## **Baserunning:**

- a. The baserunner shall touch each base as she advances around the diamond.
- b. A runner may over-run first base only, without being put out. If she/he over-runs any other base she/he may be tagged and be called out.
- c. A runner who is off base when a fly ball is caught must return and touch base. Then she/he may run to the next base, at the risk of being put out.
- d. A runner must stay 3 ft. within the baseline while running the bases. She/he may leave this line to go around a fielder playing the ball. If she/he fails to stay in this running line, the runner is out.
- e. A baserunner cannot pass a runner in advancing bases. If she/he does she/he is out.
- f. No stealing.

## **Baserunners are out when:**

- a. She/he is tagged by the ball before she/he reaches the base. Exceptions being at first base where the tag is not necessary and on a force out.
- b. She/he leads off base before the ball has crossed home plate.
- c. When she/he leaves her base and fails to go back and touch base on a caught fly ball.
- d. If 2 are on a base at the same time, last runner on can be tagged out.
- e. Hit by a fair ball when baserunner is off base, before ball passes a fielder.

### Runs:

- a. A run may be scored on anything except a foul ball.
- b. A run coming in to score on the third out shall not count.

- 1. Pitcher
- 2. Catcher
- 3. First Base
- 4. Second Base
- 5. Third Base
- 6. Short Stop
- 7. Left Field
- 8. Center Field
- 9. Right Field
- 10. Roving Fielder

# **Terms:**

- 1. **Batting Average** number of hits divided by the times at bat.
- 2. **Grand Slam** a home run with the bases loaded.
- 3. **Strike Zone** area between batter's knees and shoulders.
- 4. **Infield-Fly Rule** batter will declared out when hitting an infield-fly with runners on 1<sup>st</sup> and 2<sup>nd</sup> or 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> with less than 2 outs.
- 5. **Inning** portion of a game in which a team plays defense and offense.
- 6. **RBI** run batted in.
- 7. **Sacrifice Fly** a ball hit to the outfield, allowing a baserunner, after tagging up after the ball is caught, to advance.
- 8. Tagging Up after a fly ball is caught, runner must touch the base they were on when ball was hit before advancing.
- 9. Base on Balls (walk) batter goes to first base after 3 balls are called.
- 10. **Double Play** when 2 players are put out on same play.
- 11. **Triple Play** when 3 batters are put out on same play.
- 12. **Error** a play that allows runner to be safe or advance on bases.
- 13. Force-out- when a baserunner is forced to advance to the next base, he/she may be put out by the ball touching the base