

## SLOW-PITCH SOFTBALL RULES

- S0. **Official Rules:** The rules presented for GSC Slow Pitch Softball are not meant to be complete. If a situation arises that is not explicitly covered by either the general rules or the rules for slow pitch softball, the Official Softball Playing Rules (for slow pitch softball) as adopted by the Amateur Softball Association of America shall govern the situation.
- S1. **Number of Players:** No more than 10 defensive players are allowed on the field at one time. There is no maximum number of players for the batting order--all players bat.
- S2. **Pitch Arc:** The maximum arc of a pitch must lie between 6 and 12 feet above the ground. The umpire must declare a pitch illegal by shouting "ball" while the pitch is in the air. The batter may still choose to swing at the pitch (a good idea if the pitch arc is low and over the plate). A declared illegal pitch which is hit in play is treated as any other hit pitch. Of course a declared illegal pitch counts as a strike if the batter swings and misses or fouls the pitch off.
- S3. **Types of Pitches:** Any pitch within the arc limits is considered a legal pitch, e.g., top spin, back spin, etc., are all considered legal pitches.
- S4. **Strike Zone:** The strike zone is defined by an extended home plate whose width is the normal plate width and whose depth extends approximately 2.5 feet behind the front of the plate. Any pitch landing partially or wholly in this area is a strike.
- S5A. **Strikes, Balls, Fouls:** The batter is out after a third strike, including a foul ball that is hit after two strikes. This rule is necessary to help ensure that C and D league games complete seven innings within the 75 minute limit.
- S5B. There are walks and strikeouts in D league.
- S6. **No Bunting:** Bunting is prohibited.
- S7. **No Stealing:** Base stealing and leading off are prohibited. The base runner must remain on base until the ball is hit. Runners may advance only when the ball is hit within the field of play or when a batter is walked.
- S8. **Ball in Play:** The umpire is supposed to call time-out whenever a defender who is in the infield controls the ball, and in the ump's judgment no more plays can be made.
- S9. **Extended Home Plate:** The extended home plate is used to mark the strike zone. The entire extended home plate is considered to be the legal home plate. If the runner safely touches any portion of the extended home plate, the run scores. If the catcher is in control of the ball and touches any portion of the extended home plate on a force play, the runner attempting to advance to home plate is called out.

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