**SOFTBALL STUDY GUIDE**

**RULES**

Slow pitch softball teams consist of 10 players; pitcher, catcher, first baseman, second baseman, third baseman, shortstop, left fielder, left center fielder, right center fielder and right fielder. Fast pitch softball and baseball only have 9 players instead of two center fielders there is only one. A regulation slow pitch softball game consists of 7 innings. Fast pitch softball and baseball have nine innings.

**Pitching**

The hand must be below the hip. The ball must be delivered with a perceptible ark of at least 3 feet from the time it leaves the pitchers hand until it reaches home plate. The pitched ball may not be higher than 12 feet from the ground during its flight to home plate.

**Batting**

The batter must take position within the lines of the batter’s box. All batters must bat in their batting order or an out is called on the person at bat.

*Strike*- A strike is called (1) for each legally pitched ball, in PE if it hits home plate or the mat behind home plate. (2) for each pitched ball missed by the batter , (3) for each foul tip (4) for each pitched ball struck at and missed that touches any part of the batter , and (5) for hitting a batter positioned in the strike zone.

*Ball-* A ball is called for a pitched ball that does not enter the strike zone.

*Fair Ball-* A fair ball is one that (1) lands in the fair territory – between first and third bases, (2) lands on any one of the bases with the exception of home base, or (3) falls on fair ground beyond first or third base.

*Foul ball-* A foul ball is a legally batted ball that (1) settles on foul ground outside the first or third baseline or behind home plate or (2) bounds past first or third base on foul ground or outside of bases.

**Fielding**

1. When the fielding side makes three outs, the teams switch sides.
2. To force a runner out at base, the runner must be forced to the next base. For example, the batter is forced to run to first base when that runner hits the ball. If there is anyone on first base, he or she will be forced to second
3. If a runner is not forced to run, he or she must be tagged in order to be called out.
4. The ball can be caught and an out made if the ball is hit foul.

**Scoring**

When a player goes completely around the bases, a run is scored. If the defensive team strikes out a batter, catches a fly ball, throws a batted ball to a base before the batter reaches it, or tags a runner before he/she reaches a base, that player is considered out and does not have the opportunity to score a run.

**Outs**

1. A ball is caught before touching the ground
2. A ground ball is caught and thrown to first base before the batter gets there
3. A base runner is not touching a base and is tagged by a fielder holding the ball
4. A fielder holding a ball touches a base with a runner advancing to it, and runners are on the previous bases
5. A player leaves a base and does not get back before a caught fly ball is thrown to that base
6. When the pitcher gets three strikes on the batter
7. The bat is thrown
8. Batting out of order

**Base Running Rules**

1. All bases must be touched in order**.**
2. If two base runners occupy the same base, the last player on the base can be tagged out.
3. The base runner is out if he/she passes another runner.
4. The base runner is out if he/she is hit by a batted ball. All other base runners have to return to the base occupied prior to the pitch, unless forced to the next base.
5. A runner can only overrun 1st base and home plate
6. If the ball is caught off the bat and the base runner has left the base she or he was occupying, he or she must return to that base before attempting to proceed (tagging up).
7. There is no leading off or stealing bases in slow pitch
8. In PE, you are not allowed to slide

**Assist –** Each player who handles the ball, after it leaves the bat, up to the player who makes the putout, is credited with an assist.

**Ball –** A ball pitched outside the strike zone that the batter does not attempt to hit.

**Base on Balls- (a walk) –** Four pitches thrown out of the strike zone.

**Batting order**- Order on which players on a team must bat.

**Clean-up batter –** Usually bats 4th in the line-up, the strongest hitter.

**Count –** The number of balls and strikes on the batter

**Designated Hitter (DH) –** A player that is inserted into the batting line-up for someone that cannot bat.

**Double –** A hit that permits the batter to reach second base.

**Double play** – Two offensive players are put out in one play

**Error** – A mistake, fumble of ball or wild throw, by the defensive team which allows a base runner to advance.

**Fielder’s choice –** The fielder chooses to retire a base runner, rather than the batter.

**Force out –** When a fielder has possession of the ball at a base where the base runner was forced to run does not need to tag the runner

**Foul Ball –** A ball that first touches an object or player outside of the foul line. It is considered a strike on the batter, if the batter has less than a two strike count.

**Full Count** – A count of three balls and two strikes.

**Grand Slam –** Bases are loaded when batter hits a home run.

**Hit –** A ball that is hit in such a way that the batter or the preceding base runners are not put-out by a good defensive play

**Home Run –** a batter rounds all bases and scores a run off his/her hit.

**Inning –** The portion of the game within which the teams alternate to the field and at bat. Each team gets three outs only

**Lead-off batter –** First batter in the batting order

**Line Drive** – A hard hit ball that travels with little arc, parallel to the ground

**Put-out –** Credited to the fielder who last handles the ball on a play that retires a base runner.

**RBI –** Run batted in: the batter is credited with hitting in the base runner.

**Sacrifice fly –** When the batter hits a fly to the outfield permitting base runners to advance after tagging up following the catch; sacrifice himself to advance the runners.

**Single –** A hit that permits the batter to reach first base.

**Stealing –** Act of base runner attempting to advance to the next base during a pitch – not allowed in slow pitch

**Strike Zone –** that space over any part of home plate between the batters arm pits and the top of the knees. In slow pitch if the ball hits the mat or home plate.

**Tag-up –** With less than 2 outs, runners on base have to go back and tag up at the base before they can run on a caught fly ball

**Triple –** A hit that permits the batter to reach third base.

