

# **SLOW PITCH**

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## **League Play**

For rules not covered, default to Alberta Softball (AASA).

### 1. Field and Equipment

- No metal cleats.
- **Helmets are mandatory**
- Softball bats only.
- Ball type – 12” with a COR of .47.
- **Catchers must wear a mask.**
- Mat size and shape should be consistent at all diamonds (17-inch by 3-foot).
- A strike occurs when a batter swings at a pitch or when a pitched ball is within the arc range and hits any part of the mat on its way down. The plate is part of the strike zone.
- The bases will be 65 feet apart, with the distance between the back of home plate and centre of second base being 92 feet.
- A commitment line will be marked at 20 feet from home plate. A base runner must go home once he/she has passed this line.
- A safety line will be marked which lines up with home plate and the first base line. This line will extend back towards the backstop. A base runner must take the safety line and the catcher must take the plate or the mat. If a base runner takes the mat or plate he/she will be automatically out. There will be no sliding at home.
- A safe base will be used at first. The outside or orange “safe” part of the base is located in foul territory and is the base runner’s half of first. The inside or white portion of the base is played by the first base person. A runner intending to advance to second may round first by tagging the inside of the white base and continuing on. In this situation, if there is no play at first, the first base person should not block the runner’s ability to round the base. Base runners not intending to go to second may over run first base but they must turn out to the right (or umpires discretion if they turned in but were not intending to go to second).

### 2. Players

- Players in the starting lineup should be arranged in a 7-3 combination for Tiers 1, 2 and 3 (exception: Nellie McClung Oliver, Avonmore and Bannerman).

- Courtesy runner may be used in case of injury. The umpire should be made aware that a courtesy runner will be required prior to the game or after an injury occurs. The players must make it to first on their own. A courtesy runner may then take his/her place at first (last recorded out).
- The players in the starting lineup may be substituted for and may subsequently be re-entered once, in the same spot in the order so that the batting order stays the same.
- Substitutions - male for male and female for female.
- Players must play defense before they can bat.

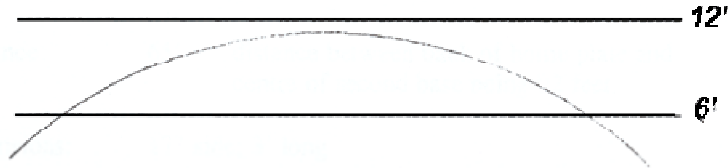
### 3. Game Play

- 7 inning games, maximum 7 runs per inning, 7<sup>th</sup> or final inning will be unlimited runs. After the 5<sup>th</sup> inning (including the 6<sup>th</sup>), 10 run mercy rule. Tie after 7 – International rule in effect – the batter to last bat in the previous inning goes to second as a base runner. Batting order then continues as written (may only be needed for playoffs).
- Games will be played in 1 hour 30 minutes, with no new innings starting after 1 hour 15 minutes. This does not include playoffs. Announce before last inning starts.
- If the 'home' team is leading going into the bottom of the final inning, the game will be considered complete and the home team would not bat or would not record the runs for the last bat. This needs to be consistent for points +/- within zone standings.
- Default game score is 7-0.
- No lead-offs.
- Pitches must have a 6 to 12 foot arc (umpire's discretion).
- 4 straight balls (0 strikes) to a male with a female following: male goes to second and female bats. This rule is now seen as standard to prevent teams from walking the males to get a female who may not have the equal range of hits.
- A player who makes contact with the plate or mat while batting will be automatically out.
- Infield fly rule in effect. (Runners must occupy 1<sup>st</sup> and 2<sup>nd</sup>). Must be announced.
- In intentional bunting or chopping, the batter will be out.
- A foul ball hit after a batter has 2 strikes results in an automatic out.
- Base runners may advance after a foul fly ball is caught. The base runner must tag up after the catch is made.

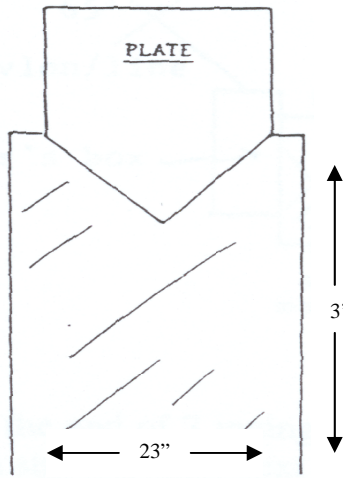
- A “fair play” rule on double plays at first and second will be enforced. If the runner going to 2<sup>nd</sup> base knows he/she will be out, it is the player’s responsibility to get out of the way by running to the right, left, ducking down or sliding so as not to obstruct or distract the throw to first base. (If in the umpire’s judgment, the runner obstructed the throw to first base in any way, the batter will also be called out, resulting in an automatic double play.)

4. Pitching Guidelines

- The distance of 45 feet is used.
- The ball must be delivered with an arch of between 6' and 12'.



- The ball is delivered underhand.
- Use of mats:
  - officiating simpler and fair
  - a strike occurs when a batter swings at a pitch or when a pitched ball is within the arc range and hits any part of the mat on its way down. The plate is part of the strike zone.



- The batter may swing on a low pitch but does not have to, as it will be called a ball.
- The batter must not step out of the batter's box until after the ball has

been contacted.

### Other Recommendations

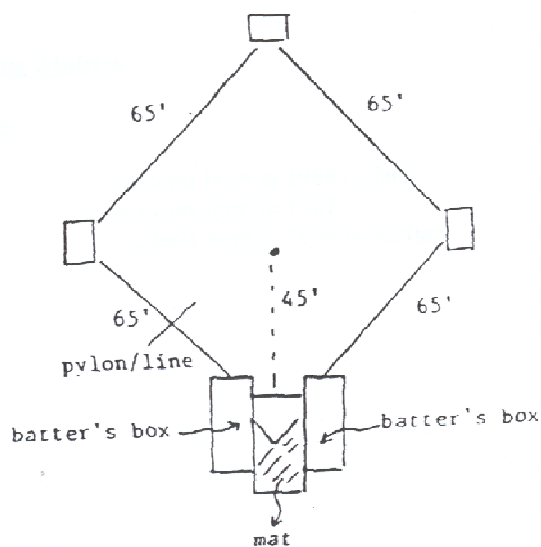
1. A spread rule might be enforced after a certain time limit or 5 completed innings.
2. Safety Rule: Once a runner has passed the mid-point line (pylon) between 3rd and home plate, he/she must continue home. The opposing catcher does not have to tag the runner just the plate (avoid collisions at home plate!).

Pitching Distance: 45'

Base Distance: 65' – distance between back of home plate and centre of second base being 92 feet

Mat Dimensions: 23" side; 3' long

Commitment Line: 20' from home plate



### 3. Tie Breaking

In the case of a tie (at the end of 7 innings or 1 hours) extra innings will be played with each team starting their next batter in the line-up as a base runner at second base.