

## INDOOR SLOW-PITCH SOFTBALL RULES

### SEACOAST UNITED INDOOR FACILITY, EPPING NH

- **Dimensions:** 31 yards x 44 yards (half fields).
  - Bases are set 60 feet apart. The mound is set at 45 feet.
  - Pitchers may choose to back up in order to feel safe, but may not step in front of mound.
  - "L-Screens" can be provided to those who wish to use them.
    - A ball that hits the net will be played as is.
- **Duration of Game:** Each game will be 7 innings or 1 hour drop-dead; whichever comes first.
- **Scheduling:** Teams must start at scheduled start time. Any team that is not ready to take the field 5 minutes after scheduled start will forfeit the game. No make-up game will be scheduled.
  - Friendly game may take place but will not be marked for seeding purposes.
  - Any team that cannot make it, please let the Seacoast United staff know at least 12 hours in advance to allow scheduling adjustments to be made.
- **Scoring:** Scores will be kept on the score board and reported to Seacoast United Staff for playoff seeding purposes.
  - Run Rule: 20 run lead after the third inning; 15 run lead after the fifth inning.
- **Player Conduct:** All players are expected to conduct themselves in a friendly sportsmanship manner. Any player who refuses to do so will be allowed one warning, and then asked to leave if the behavior continues.
- **Equipment:** 12" JUGS Softie Balls will be provided and are the only ball permitted for use in game play.
  - Composite (single wall) and Aluminum bats are permitted.
  - NO spikes are to be worn at any time on indoor turf. Clean, dry sneakers or indoor cleats are to be worn at all times on the turf.
- **Number of Players:** No more than 9 defensive players are allowed on the field at one time. There is no maximum number of players for the batting order – all players bat.
  - Team may decide to play with as little as 8 players – in this case, a member of the opposite team will play as the catcher while the team of eight is in the field.
  - Teams may not play with less than 8 players.
- **Co-Ed:** There must be at least 3 girls on the field at all times – if played with less, subtract a position (i.e. if you play with 2 girls on the field, you only play with 8 positions on the field instead of a full 9). Gender alternation must be incorporated into the batting line up (i.e. boy, girl, boy, girl, etc.).
- **Pitch Arc:** The maximum arc of a pitch must lie between 6 and 12 feet above the ground. If applicable, 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 declared illegal pitch which is hit in play is treated as any other hit pitch. A declared illegal pitch counts as a strike if the batter swings and misses or fouls the pitch off.

- **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.
- **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.
- **Strikes, Balls, Fouls:** The batter is out after a third strike. There is one waste pitch – this is one foul ball allotted after the second strike, the second foul ball after the second strike, the batter will be out. This rule is necessary to help ensure that the league games complete seven innings within the 60-minute limit.
  - Each batter starts with a 1 ball, 1 strike count.
- **No Bunting:** Bunting is prohibited.
- **No Homeruns:** Each ball is played off the net no matter where it is hit.
- **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.
- **Ball in Play:** The ball is played off of all the nets including the ceiling. Play where the ball lands if it hits the ceiling (therefore if the ball hits the ceiling and lands fair, it's a fair ball. If the ball hits the ceiling and lands foul, it's a foul ball).
  - If the ball is caught in the air after hitting the ceiling, it is still considered a caught fly ball and will be marked as an out.
  - If the ball hits the drop-down curtain/right field net in the air, it is considered an automatic base hit. This does not limit the hitter to a single – if you chose to round past first base the play will be live and you can be thrown out.
    - Base Runners on a force will be allowed one base – if there is no force play the runners don't get an allotted advance, but may advance at their own risk of being thrown out. (i.e. a baserunner on first and second base when the ball is hit, will be allowed to advance one base with guaranteed safe call. But if there is **just** a baserunner on second/third base with no force, there are no given bases).
  - Ball that gets through the netted area will be considered a dead ball and the runner(s) will advance to the base ahead of them, if they are already rounded a base.
- **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.
- **Playoffs:** At least one certified umpire will be provided for all playoff games.
  - There will be no ties for play offs – games will be played until there is a winner.
  - Teams will be seeded according to regular season play results. How many runs allowed will be the determining factor for teams that have the same record.