

# SOFTBALL STUDY GUIDE

## THE GAME

9 players on each team: Pitcher, Catcher, 1st baseman, 2nd Baseman, 3rd Baseman, Short Stop, Right Fielder, Left Fielder, and Center Fielder

10 players for slow pitch, same positions as fast pitch but with an extra outfielder or rover

7 innings in a high school softball or baseball game

6 outs in an inning

4 balls and the batter walks

Fair Ball: Judged according to the relative position of the ball and foul line. It does not matter whether the ball first touches fair or foul territory. It is fair when; it settles or is touched on or over fair territory between home and first base or between home and third; bounds over or past first or third base which is in fair territory, regardless of where the ball hits after going over the base; or hits the foul pole.

3 strikes and the batter's out

First 2 foul balls count as strikes, the 3rd does not count as a strike (the batter must swing and miss the last strike to be out)

Batters are out when: any part of their foot is touching home plate when a fair or foul ball is hit; their ball is caught in the air (foul or fair); the baseman touches 1st with the ball before the batter gets there; they strike out; their entire foot is outside the batters box when they hit a fair or foul ball; the batter bunts foul after the 2nd strike (FP) when the batter bunts the ball (SP); or a called or swinging third strike is caught by the catcher. the batter-runner runs outside the 3 foot lane and, in the judgment of the umpire interferes with the fielder taking the throw at first;

Runners are out when: the baseman gets the ball and touches the base they are forced to run to before the runner gets there; the runner is tagged by the ball when off the base; the runner fails to tag up on a fly ball that is caught and the ball gets to the base before they do; the runner interferes with the fielder attempting to field a batted ball, or interferes with a fielder attempting to throw the ball; when an infield fly is called; the runner physically passes the preceding runner before that runner has been put out; the runner is struck with a fair untouched batted ball while not in contact with a base and before it passes an infielder, excluding the pitcher, or another infielder who has the opportunity to make an out; or (SP) when the runner fails to keep in contact with the base to which they are entitled until a pitched ball is batted.

## POINTS OF EMPHASIS

Always over run 1st base. If the ball is hit to the outfield, round 1st base toward second. If the ball is hit to the infield, run straight through the base towards right field.

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If the ball is hit in the air, with less than 2 outs, and someone has a chance to catch it the runner should run halfway between the bases.

If the ball is hit in the air with 2 outs the runner should run!!

If there is a runner at second base and there is nobody on first, the runner is not forced to run. They may run if the ball is thrown to first if they think they can beat the return throw.

Defensively, the players should try and get the lead runner out on the force. If there is not a force on the lead runner, the defense should look the runner back, and then make the throw to first.

If the batter has 2 strikes and the ball is tipped back foul, if the catcher catches the ball the batter is out. In order for the batter to be out on the first 2 strikes, the ball must be hit over the batter's head.

If you are on third with less than 2 outs, if the ball is hit long into the outfield, and an outfielder has a chance to catch it, you should tag on third until the ball is touched or hits the ground, then run home.

When the ball is in play and is overthrown, (beyond the boundary lines) all runners will be awarded 2 bases, decided by where the runners are when the ball leaves the fielders hands

Infield fly rule: If there is less than 2 outs with runners on first and second, or first, second, and third, and the batter hits a fly ball where an infielder can make a play, the batter is automatically out and the runners can advance at their own risk.

One run shall be scored each time a runner touches 1st, 2nd, 3rd, and home plate. No run shall be scored if the third out of the inning is the result of: a batter-runner being called out prior to reaching first base or any other runner forced out due to the batter becoming a batter-runner; a runner being put out by a tag prior to the lead runner touching home plate.

The fielder's first job is to get the ball. Everyone should move in the direction of the ball.

If the 1st baseman fields the ball between 1st and 2nd, the 2nd baseman covers 1st base if the 1st baseman can't get back to the base.

If the 2nd baseman fields the ball and there is a play at 2nd, the SS covers 2nd base if the 2nd baseman can't get to the base

If the 3rd baseman fields the ball and there is a play at 3rd base, the SS covers 3rd base if the 3rd baseman can't get back to the base in time.

**RULE OF THUMB FOR OUTFIELDERS:** Outfielders should throw the ball a base ahead of the runners when they catch the ball in the air.

Outfielders should throw the ball 2 bases ahead of the runner when there is a base hit.

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## SLOW PITCH VS. FAST PITCH

There is no leading off the base in slow pitch. In FP the runner can lead off when the ball is released from the pitcher's hand.

There is no bunting in slow pitch

There is no base stealing in SP

In FP if the catcher drops the third strike, the batter can run if 1st base is not occupied, or if it is the third out. There is no such rule in SP

SP can play with 10 players, (an extra outfielder or a rover)