



Slo-Pitch Rules

Playing Field

Baselines: 19.8 m

Pitching Distance: 15.2 m

Outfield Fence: 85 m

The Ball: Standard 12 inch Softball.

The Pitch: Must come in slowly with a perceptible arc of between 1.8 and 3.6 meters (6 and 12 feet) from the ground. The pitcher must start with and keep one foot on the plate until the ball is released.

Strike Zone: Between the batters back shoulder and knees called at the plate, when the batter is in their normal stance.

Players: There are 10 players on defense at one time. (One additional outfielder)

Stealing: There is no stealing or leading off. Runners must remain in contact with the base until the ball passes over home plate or is hit. A runner of a base when the ball is hit is out . no pitch is called.

Bunting: There is no bunting, or ~~chopping~~ down at the ball ~~batter~~ is out.

Intentional Walk: Where the pitcher wishes to walk a batter, the pitches do not have to be thrown . batter goes directly to first base.

Strike Three: Third strike is always out and the ball is dead (Example: A batter on a count of two strikes who then hits a foul ball+is out.)

Batter Hit By Pitch: May not take a walk to first base, Ball is dead and a ball+ is called.

Courtesy Runner: May be used once per inning. The courtesy runner must be the player who made the last out. If it is the first inning, it must be the player who is furthest from batting.

Cleats: Metal cleats may not be worn during slo-pitch softball

Classes:

Men's: Only men are allowed on the roster.

Women's: Only women are allowed on the roster.

Co-Ed: These teams are mixed. Generally, the limit is five men and five women.

Class B: This is the highest level of play. Considered most competitive.

Class C: This is a competitive level of play, but competition is not the only focus. Players are of mixed skill levels.

Class D: Competition is low-key. Players (mostly of beginner and average skill) are often on the field more for recreation than to dominate and win championships

Class E: Perhaps the most leisurely of the programs, these teams are made up of mostly beginning players with little to no experience in softball.

Run Rules:

Flip/Flop: This rule states that in an inning when the run rule for a particular game is exceeded and the home team is losing, the home team will stay up to bat and bat as the visiting team. If after three outs, they were not able to reduce the run difference, the game will be over. If they are able to reduce the run difference, the visiting team will come up to bat and continue the game as normal. The flip/flop rule will reinstate itself any time this situation occurs.

The Flip/Flop Rule:

Program	Run Rule	Inning
Men's B, C, D, E	25 after 3	2 nd Inning
	20 after 4	3 rd Inning
	15 after 5	4 th Inning
Women's A, B, C, D	15 after 3	2 nd Inning

	10 after 5	4 th Inning
Co-Ed	20 after 3	2 nd Inning
	15 after 4	3 rd Inning
		4 th Inning

Home Run Limits:

Slo-pitch teams are limited by the number of home runs they can collectively have during a game. Any home run hit beyond these limits will be recorded as outs. Your local league may use different limits, so make sure to double-check with the umpires:

Men's B	4
Men's C	2
Men's D & E	0
Women's A & B	Unlimited
Women's C	3
Women's D	0
Co-Ed Major Male:	8
Co-Ed Major Female	Unlimited
Co-Ed C Male	2
Co-Ed C Female	2
Co-Ed D & E Male	0
Co-Ed D & E Female	0

Ties & Forfeits:

If a tie occurs after the last inning or the time limit (both determined by the local league), teams may continue play until one scores more runs in their half of the inning before the third out is made.

If a game is forfeited due to the failure of a team to show up, a refusal of play, or not having enough players, the score will be recorded as 7-0 in favour of the team that did not cause the forfeit.