

PRIMARY SCHOOL FULLY LOADED SLOWPITCH MODBALL RULES



OVERVIEW

Some of the rules of Fastpitch are not played in Slowpitch, with the intent of minimising player contact and making the game more enjoyable for all. Slowpitch Softball is played on a diamond. See attached diagram for positioning, pitching and diamond details.

THE GAME

1. Each team has 10 players on the field; 6 positioned on the infield of the diamond (infielders) and 4 positioned in the outfield of the diamond (outfielders). All fielders must wear a glove when fielding.
2. For player's safety, the ball used will be an 11 inch (27.94 cm) soft core modball, and helmets must be worn by all batters and base runners.
3. The first named team on the draw shall occupy the first base bench and bat first. The second named team on the draw shall occupy the third base bench and field first.
4. A regulation game will consist of three (3) innings per team, or 45 minutes, whichever comes first. One innings is completed when each team has batted and fielded.

BATTING & BASE RUNNING

5. Fully Loaded Bases – at the start of each innings, the batting team sends one batter to the batting area and 3 runners to the bases. To start the first inning, the batter will be the 1st name listed in the line-up, and the runners will be the last 3 batters in the line-up. In the second inning, batter 4 will lead off, and batters 1, 2 and 3 will be the base runners. In the third inning, batter 7 will be the first batter, and batter's 4, 5 and 6 will be the base runners.
6. Each batter bats in listed order a maximum of once per innings. A team's turn to bat concludes when all players have batted regardless of the number of outs.
7. The ball must be pitched in an arc, a minimum of 6 feet (1.8288 metres) in height and a maximum of 12 feet (3.6576 metres).
8. The strike zone is the space over the strike mat between the batter's shoulders and his/her knees. If the batter does not swing at a pitch it must land on the strike mat to be called a strike.
9. If the pitcher pitches 3 'balls' to the batter, then the batter will hit off a tee to complete his/her turn at bat.
10. If the batter is hit by a pitched ball a "ball" is called on the batter, unless in the strike zone – then it is a strike.
11. Players are out:
 - When the ball they hit is caught before it touches the ground in fair or foul territory.
 - When a thrown ball from a fielder beats the runner to the base and is caught by the fielder at the base who is in contact with the base.
 - When the batter swings and misses at the 3rd strike, whether it is caught by the catcher or not.
12. There will be a scoring base marked or placed near the strike mat. The batting/running team must touch the scoring base to score a run, NOT the strike mat. The fielding team must touch the strike mat, NOT the scoring base to get an out.

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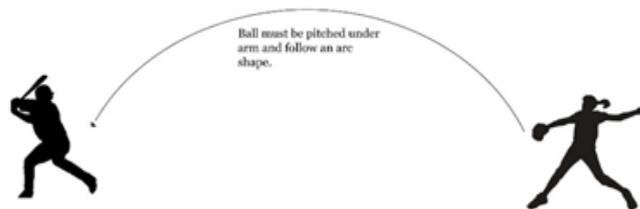
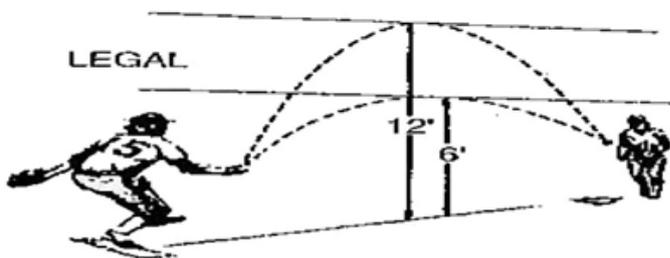
13. A base runner is not permitted to leave a base until the pitched ball is hit or has reached the strike mat. Regardless of whether the ball is hit in the air and caught, or hit along the ground, all runners must run. If the ball is not hit the base runner must return to the base. Players cannot steal bases, cannot slide, dive or tag.

14. For the last batter in the line-up - 'time' shall be called and play stops when a fielder has the ball and is on the strike mat, a hit ball is caught before it touches the ground, or the batter/runner has touched all the bases and the scoring base before a fielder has touched the strike mat.

Modball/Softball Slowpitch Pitching Information

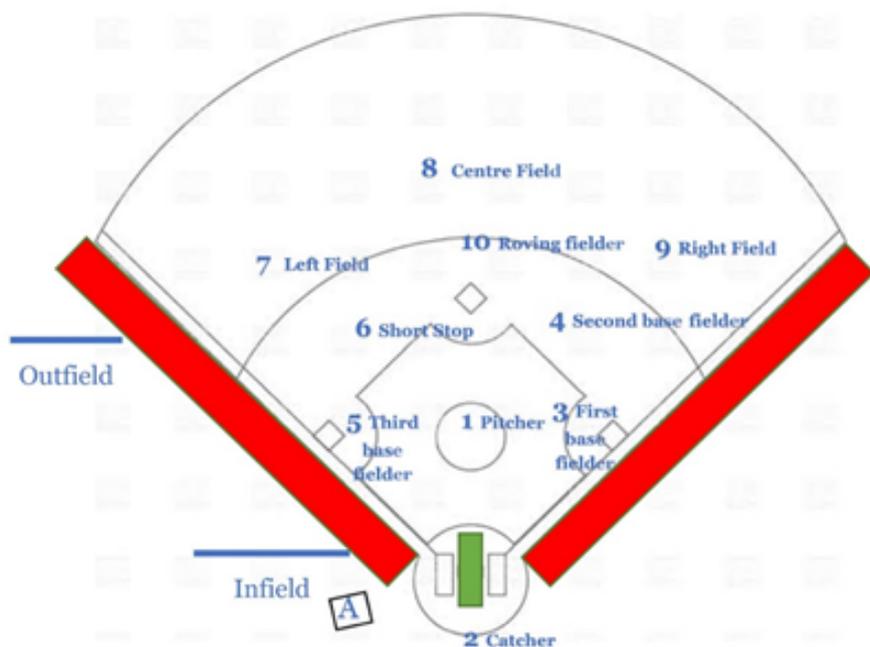
Equipment Required

- 11 inch (27.94cm) soft core modball
- 3 bases including safety base
- Scoring base
- Tee
- Bats
- Gloves
- Helmets
- Strike Mat 99cm(L) x 43cm (W)



Dimensions

- Base to base distance = 18.3m (60 feet)
- Pitchers distance from the strike mat = minimum 12.19m (40 feet)



Legend

A = Scoring Base

Numbers = Positions for Players

 Strike Mat

 Foul territory