

# PLAY IT NOW SPORTS

## INDOOR SOFTBALL RULES

### General:

Absolutely no food or drink on any of the turf areas

Absolutely no foul language; this will be enforced and a progressive warning system will be used (there may be kids leagues going on also)

Use of tobacco products is prohibited

Sportsmanship will be closely monitored

Gym or turf shoes should be worn

Absolutely no climbing or pulling of the nets

### Playing Rules

Warm ups can be done on adjacent fields if they are available

All games are 60 minutes or 9 innings, whichever comes first.

Coaches/captains are responsible for having their players on and off the field in a timely manner between innings

Pre game coin toss will determine home team

Line ups are due at game time

6 players in the field, you can bat up to 10

You may rotate players in defensively if they are in the lineup; batting order must remain unchanged

Only roster coaches or players are allowed on the field during game times

No collision rule is in effect, you must avoid contact if at all possible. You may slide but it is not recommended

Batters will start with a 1 ball, 1 strike count (1 courtesy foul after 2 strikes)

Strike zone will be 4-12 feet from the ground

A ball hitting the ceiling netting is considered a live ball; if it is caught in the air it is considered an out. Runner can advance at his own risk

A ball hit off the wall (in fair territory) is considered a live ball; it will NOT be considered an out if it is caught off of the wall

Any ball hitting ABOVE the green line on the back wall only will be considered a homerun regardless of whether it hits the ceiling net or not. A ball that first hits the side wall will NOT be considered a homerun if it hits above the green line on the back wall.

Pitchers must pitch from the "pitching plate" or behind it

Pitchers are allowed 2 warm up pitches each inning

Any ball hit or thrown out of play will be considered a dead ball. Any ball that is hit out of the playing area (still fair) will be considered a ground rule double. Runners will each move up 2 bases. Any ball that is thrown outside the playing area will result in each runner moving up 1 base.

The fair/foul ball at third base will be determined by the steel column located near 3<sup>rd</sup> base. The column is in fair territory. Any batted ball to the left of the column is foul and any batted ball to the right is fair. The actual position of the base at third will have nothing to do with fair/foul calls.

All decisions by the umpires or field supervisor are final