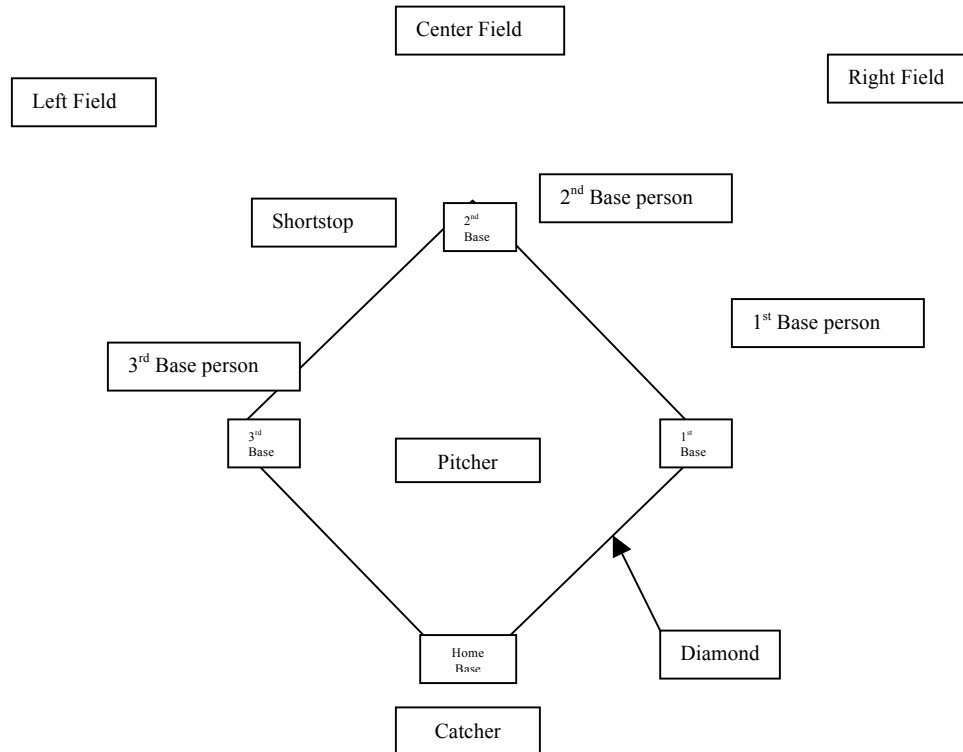


# •SOFTBALL STUDY GUIDE•

## Softball Diamond and Positions:

- Softball diamond is a sixty foot square. It is **sixty feet** to each base.
- 9 players (10 with rover) in a regular game.
- Positions: Catcher, Pitcher, First Base, Second Base, Third Base, Short Stop, Left Field, Center Field, Right Field, and Rover



## MCMS Rules:

### a) **Pitching-**

- must pitch underhand
- 3 pitches to each team member
- pitch to own team

### b) **Batting-**

- no throwing of bat; will be called out and possibly kicked out of game.
- if batted ball hits own pitcher then you are out.
- a batted ball must go past the pitcher; if not it counts as a strike.
- No Bunting!
- only 3 pitches; 3 strikes, 3 balls, 3 foul balls, or any combination = out

c) **Base running-**

- no sliding ever
- no stealing or leading off base; leave base when ball crosses plate
- may not run out of baseline; will result in automatic out
- if batted ball hits you while running, you are out
- ties go the runner
- may only overrun 1<sup>st</sup> base and home.

**Key Terms:**

**Walk-** when the batter advances to first base after the pitcher has thrown 4 pitches that are not in the strike zone.

**Strike out-** when the batter has 3 strikes = 1 out

**Hit-** a batted ball in fair territory that allows the batter to reach base safely without the aid of an error.

**Error-** A misplay by the defensive (fielding) team which allows either the batter to continue batting , or a base runner to advance extra bases.

**Foul ball-** a batted ball, either on the ground or in the air, that lands outside the foul lines. If it is caught in the air = 1 out. The line is a fair ball.

**Double Play-** Two outs made in a row during the same play.

**Fly Ball-** a ball that is hit into the air

**Ground ball-** a ball that is hit on the ground

**Inning-** when both teams have batted once and each made 3 outs. The visiting team hits in the top of the inning, the home team hits in the bottom of the inning.

**Sacrifice-** a ball that is hit by the batter which advances a base runner but results in the batter being thrown out at first base

**Force play-** When runner must advance to next base. Usually on ground ball With a runner on the base behind you. You do not need to tag the runner on a force, you need only touch the base.

**Tag-up-** On a fly ball that is caught, with less than two outs, the base-runner must go back to their base and wait for the fielder to catch the ball before advancing to the next base.