

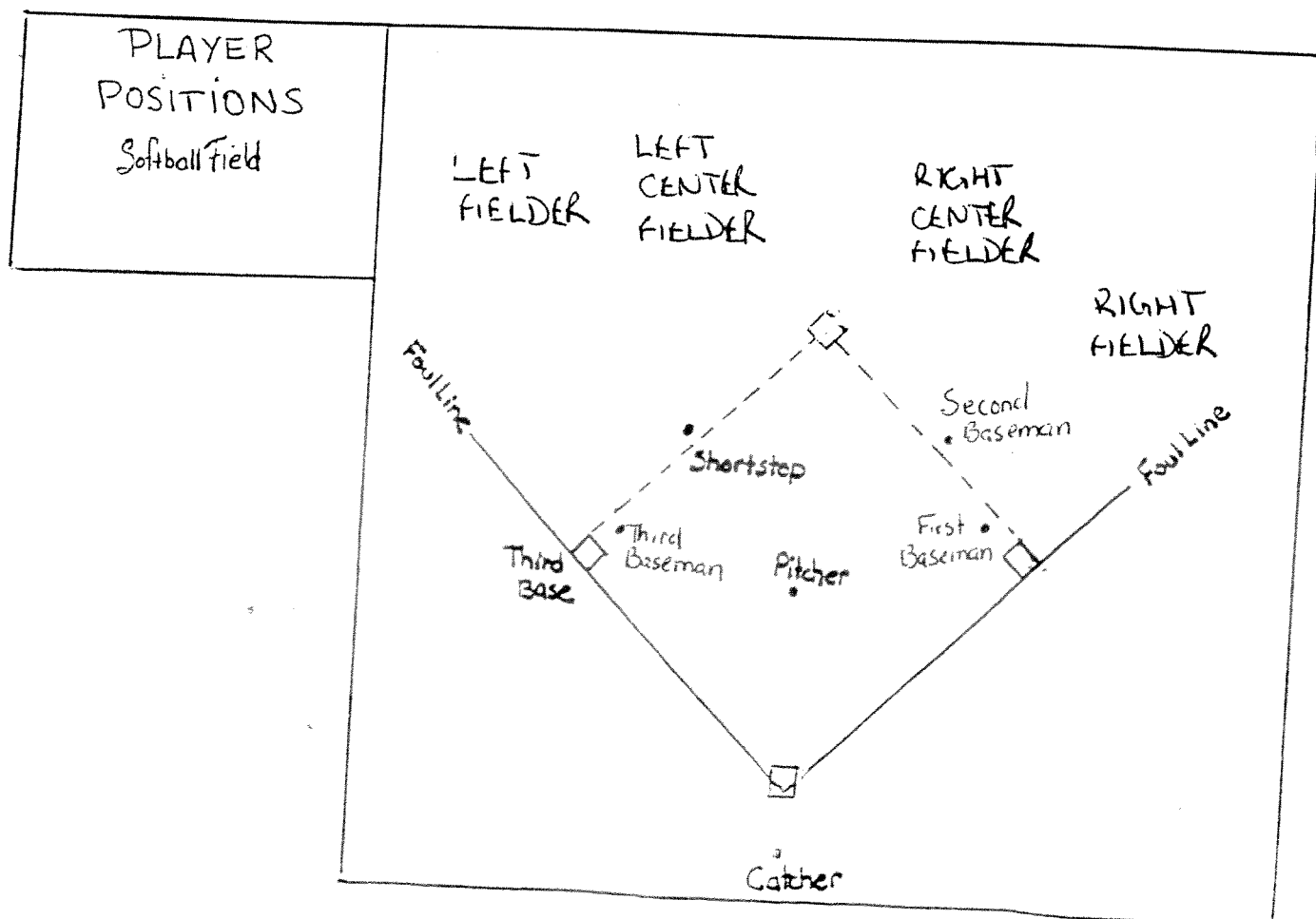
## SLO-PITCH GRADE 11 AND 12 HANDOUT

### THE BASIC GAME

- each team has 10 players on the field at once
- the teams take turns to bat and field
- the aim of the game is to score more runs than the opposition
- a run is scored when a player on the batting team advances around all three bases and back to the home base(home plate)
- the defensive team must try to get batters and base runners out
- as soon as the defensive team gets three players on the offensive team out, the defensive team goes to bat, and the offensive team goes in the field
- an inning is completed when both teams have batted
- a full game consists of **seven innings**

### THE PLAYING FIELD

- the field is called a diamond, because the infield is diamond-shaped
- for a hit to count, a batter must hit the ball into fair territory(between 1<sup>st</sup> base and 3<sup>rd</sup> base)
- slo-pitch is different from baseball and softball because there are four outfielders instead of three



### PITCHING

-in slo-pitch, the ball is lobbed underarm and must have an arc which reaches at **least 6 feet and no more than 12 feet**

-a ball that lands on the mat is a **strike**(good pitch), and a ball that does not land on the mat is a **ball**(bad pitch)

- a **strike out** occurs if three strikes are called against the batter

A strike is called if:

- the batter:  
mat

-fails to swing at a ball that lands on the

-swings and misses

-swings and hits a **foul ball**(ball hit  
outside the 1<sup>st</sup> and 3<sup>rd</sup> baseline)

-a **walk** occurs if the pitcher pitches four balls(or bad pitches that the batter does not swing at)

### BATTING

-once a batter hits the ball into fair territory, he/she must run counter-clockwise around the bases

-you must touch every base with your foot, and you must stop on the base, not run past it (except for 1<sup>st</sup> base which you can run past)

-the only exception in slo-pitch, is home plate→-once you have passed the **commitment line**(a line 2/3 of the way from 3<sup>rd</sup> base to home plate), you must continue to run home  
-you may not touch home plate, you must instead run past a line marked on the field from home plate to the fence on the 3<sup>rd</sup> base side

### RUNNING THE BASES

-once you've hit the ball you're forced to run

-if you are forced to run to a base, if the defensive player touches the base with the ball in his/her possession, you are **out**

-if any fielder touches you with the ball while you are not on a base, you are **out**(this is called a **tag**)

-you may not leave the base until contact is made or you are out for a **lead off**

### FORCE OUTS

-a batter who hits the ball into fair territory is forced to run to 1<sup>st</sup> base

-if you are standing on 1<sup>st</sup> base, and the batter hits the ball in fair territory without it being caught in the air, you are forced to run to 2<sup>nd</sup> base, because only one player can be on a base at a time

- since you have to run, the defensive player simply has to throw it to a player who is standing on 2<sup>nd</sup> base to get you out→this is called a **force play**
- they may tag you if they like, but it is not necessary

### **TAG OUTS**

- if a player is not forced to run (there is no player on the base behind theirs) and they just choose to run to the next base, the defensive player must tag him/her before he/she reaches a base

### **TAGGING UP**

- if the batter hits the ball in the air(a **fly** ball or **line** drive) and the outfielder catches it, the base runners must **tag up**→your foot must be in contact with the base you're occupying when the catch is made or afterwards