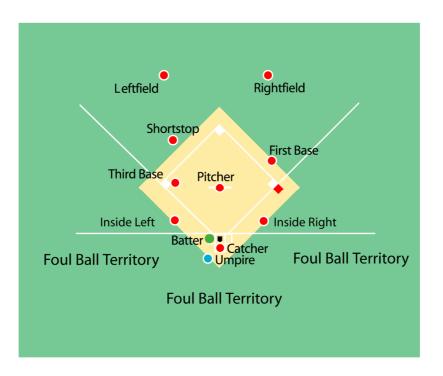
Arena Softball "Competitive"

Where

- Played in a gym with a basketball/netball court size gym. 1st & 3rd base placed at the 1/3 line of the netball court, 2nd based placed at the top of the basketball key. If the indoor facility is big enough infields can be measured to the correct dimensions (18 meters).
- For safety purposes tape bases down.





Rules

- Seven innings or a timed 45-60 minute game. Allowing 5 minutes per half inning.
- No sliding, stealing or bunting.
- Safety base is used.
- Open substitution. Pitchers only allowed to be substituted at the beginning of an inning.

Equipment

- Lite flight ball, soft flexi ball or foam ball for indoor use.
- Regulation bats –or hard foam bats. If a regulation bat is to be used mats may need to be put down to place bats on as the bats could damage the surface of the gym

Offence



- ✤ A maximum of 12 players.
- All players bat.
- Batting order to remain the same.
- If co-ed genders must alternate.

Defense

- Field 5 9 players. Pitcher covers 2nd, 1st & 3rd baseman, shortstop & outfielders.
- Must have a pitcher & catcher.

Balls & Strikes

- ✤ Normal Game: 3 outs per half inning.
- Timed Game: any number of outs can be made per half inning.
- Start game with a 1 and 1 count.
- ✤ 4 balls and 3 strikes.
- 3rd strike foul is out.

Score Restrictions

- Normal Game: 10 runs allowed per inning.
- Timed Game: No run restrictions.

Out of Bounds

- Area behind home plate designated as foul ball territory (see diagram)
- No out of bounds everything is live. Balls caught off the wall are out.

Home Runs

Specific area classified as a home run. This could be designated by a line, banner, coloured area on the back wall – when the ball is hit above this area, on the full, it is regarded as a home run.

Runs

✤ A run is scored when a runner crosses over home plate.

NOTE: This game can also be played outdoors. When played outdoors on a regular softball diamond, players should be allocated in normal playing positions.

It makes for a quick game with players having to keep on the move as they compete against the clock.