



## GHSA ADOPTED SLOW PITCH PLAYING RULES

1. LINEUP – Each team may start the game with nine (9) or ten (10) players in their playing lineup, or eleven (11) if they use the (EP). All (11) players shall bat and any (9 or 10) shall play defense. If starting (9) players the 10<sup>th</sup> place in the batting order will result in an automatic out.
2. EXTRA PLAYER (EP) – A team may use an 11<sup>th</sup> player called the (EP).
3. SHORTHANDED – A team may finish the game with one (1) less player than was in the starting lineup.
4. BUNTING OR CHOP SWING – Not allowed.
5. STEALING – Runners cannot attempt to steal.
6. EQUIPMENT
  - a. Bats – Any bat that has the 2000, 2004, or 2013 ASA/USA certification mark is legal.
  - b. Balls – 12” with the USA and or NFHS stamp - .47 core and 375 compression
  - c. Batting Helmets – Must have NOCSAE stamp and face guard. Chin straps are optional, but if attached to the helmet must be worn appropriately.
  - d. Catcher’s Helmets – May wear an approved batting helmet or legal catcher’s mask. Shin guards and chest protector are not required to be worn by the catcher.
  - e. Headwear – Caps and visors may be worn, but must match in color on all teammates.
  - f. Cleats – Metal spikes are optional.
  - g. Uniforms – Shall comply with NFHS Rule (3-2).
  - h. Faceguards – Faceguards for defensive players are optional.
7. FIELD
  - a. Pitching Distance – 46’
  - b. Bases – 60’
  - c. Home Run Distance – 215’ – 225’ preferred, but schools with their own field shall use the existing fence distance.
8. HOME RUNS – No limit player, per inning, per game.
9. RUN RULE – 20 after three innings, 15 after four innings, 10 after five innings
10. TIE BREAKER – Not used in SP
11. PITCHING REGULATIONS – NFHS Rule (6-4)
  - a. The pitcher’s pivot foot must remain in contact with the pitching plate until the ball is released (no pushing off/jumping).
  - b. The pitched ball shall have an arc of not less than 6’ and not more than 12’.
  - c. Do not have to throw pitches for an “intentional walk”.
  - d. Warm Up Pitches – 1 minute or three (3) pitches.
  - e. All other pitching regulations are the same as FP.
12. 3<sup>rd</sup> STRIKE – No dropped 3<sup>rd</sup> strike rule in SP. A foul ball on 3<sup>rd</sup> strike is an out.
13. DESIGNATED RUNNER – A team may use a “DR” one time per inning for any base runner. The “DR” must be designated on the lineup card, and not listed as a defensive player or batter. The regular substitution rule exists for the “DR”. If the “DR” enters the game on defense, or at bat, the “DR” provision is lost for the remainder of the game.

NOTE: All other NFHS playing rules are to be adhered to.