



## **FAAST Indoor Rules Addendum - SOFTBALL**

**Game time lengths are one hour – drop dead time.**

Pool Games can end in a tie. Maximum seven runs per inning. Mercy rules are the same as normal FAAST play.

Batters start with a 1-1 count.

Batted balls that hit the ceiling IN FAIR territory will be played as normal. It is not considered a catch if it hits the net past the pitcher's mound. It is not a dead ball. It is a force out situation.

Batted balls that hit the side walls are FOUL balls and dead balls. Defensive players cannot make a play on a foul ball.

No cleats – gym shoes ONLY for indoor games.

If the ball hits the ceiling net in front of the pitching mound and is caught by a player, the batter is out. If it hits the ground it's a foul ball.

Two foul balls that hit ceiling net in front of pitching mound during a bat - batter out.

If runner on first and second or loaded with less than two outs, a ball that hits ceiling net in front of pitcher's mound - infield fly rule.

Any ball that hits ceiling or back net behind mound is live ball even if player catches need to finish play.

Ground-Rule Double – if a player hits the ball above the blue line.

Home Run – if player hits ball above the red line.

Only players and coaches in dugouts.