

Mushball Study Guide

1. You must wear tennis shoes
2. Do not block bases; tag the corner of the base.
3. You may over run first base and home plate. All other bases may not be over run; if you do, you can be tagged out.
4. No lead-offs. You must stay on the base until the ball is hit, if you don't you're out.
5. You get two swings.
6. You must select one of three pitches to hit.
7. A foul ball on the second swing is an out.
8. A swing and a miss on the second swing is an out.
9. Your team must have an established batting order. Batting out of order is an out.
10. When batting, your team must be behind the backstop.
11. Your team supplies its own pitcher.
12. There is NO:
Stealing, walks, bunts, or sliding.
13. If a batted ball hits the pitcher, the batter is out
14. Any time the defensive player throws the ball to the pitcher, all runners must stop and go back to the base they came from.
15. A batted ball must go past an imaginary line between first and third base. If the defensive team chooses to make a play on the ball, then the result of that play stands, you cannot go back and say the ball was short.
16. No defensive player is allowed in the infield until after the ball has been pitched.
17. You may begin batting when your team is behind the backstop, regardless if the defense is ready or not.
18. You may tag up on any fly ball.
19. To start the game use ROCK-PAPER-SCISSORS to determine who will bat first.
20. Only one base may be advanced on an overthrow.