

RULES AND REGULATIONS FOR ELEMENTARY SCHOOL JUNIOR AND INTERMEDIATE 3-PITCH

EQUIPMENT

1. Ball - the ball shall be a regular leather-covered (size 11), softball.
2. Bat - the bat shall be a regulation bat or either composite or other sanctioned softball construction. They should be designated with stamping of a Softball bat manufacturer.

THE GAME

1. The length of the game will be determined by the convenor(s). Umpires will use discretion when calling a game on time. Teams are not allowed to purposely slow the pace of the game. If a game is called on time the result will be determined by the score at the end of the last completed inning. Be sure to complete full length games to the end of the final inning, as run differential may be used to break a first-place tie.

PLAYERS AND SUBSTITUTIONS

- 5.1 Each team will consist of at least ten players and a coach.
- 5.2 The fielding complement shall be 10 players, including the rover.
- 5.3 All players brought to the tournament must play an equal amount of time.
- 5.4 Substitutions must bat and field in the same inning.
- 5.5 A team may use an eleventh player as a designated pitcher. This player must not bat.
- 5.6 Players may play any position on the field; however, all players must be behind the pitcher when the ball is pitched, and until the batter has made contact with the ball.
- 5.7 An injured player may be replaced at any time.
- 5.8 The official score keeper must be notified prior to any substitutions.



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THE PITCHER

- 6.1 Each team at bat supplies its own pitcher.
- 6.2 Pitchers may be changed at any time.
- 6.3 Pitchers are to pitch from an area marked on the diamond between 8m and 10 metres (approximately) from home plate.
- 6.4 Pitchers are to throw only three pitches to each batter.
- 6.5 If the pitcher is hit by or touches a batted ball, intentionally or not, the play is dead, the batter is out, and no base runners may advance.
- 6.6 If the pitcher intentionally screens or interferes in any way with a player who is fielding a ball, the play is dead, the batter is out, and no base runners may advance.
- 6.7 Pitchers must wear a baseball glove strictly for protection. An athletic support is strongly recommended.
- 6.8 Returning the ball to the pitcher: If a pitch is not hit, the catcher may return the ball directly to the pitcher.

THE BATTER

- 7.1 No more than three pitches may be thrown to each batter.
- 7.2 The batter is out if he/she fails to make a fair hit on one of the three pitches.
- 7.3 No bunting is allowed. Batters must make a full swing at the ball. If a ball is hit in a manner which the umpire feels is unfair, the batter will be called out.
- 7.4 If a ball which is hit fair strikes a base runner, that base runner is automatically out and the play continues.
- 7.5 A batter who fails to lay down or drop the bat after hitting will be called out and warned.
- 7.6 A player batting cross-handed shall be called out.



- 7.7 The batter may not hit a pitch which bounces before reaching home plate. The umpire will call the play dead and no runner may advance.

BATTING ORDER

- 8.1 The batting order is established before the game begins. The official score keeper must be given a written list of the starting line-up indicating the batting order.
- 8.2 Once the batting order has been established, no batter may bat out-of-turn.
- 8.3 If a batter should bat out of turn, in order for the out-of-turn batter to be declared out, play must be stopped before the next batter has been pitched to. Any base runners who may have advanced will return to their original position.
- 8.4 Substitute players will bat in the position of the players they replace.

THE BASE RUNNER

- 9.1 A base runner may advance on a ball hit fair, or after a caught foul or fair fly. Runners advancing after a caught fly must tag up and will advance at their own risk.
- 9.2 A base runner may not leave a base until the ball has been hit. A runner leaving before the ball is hit is declared out.
- 9.3 After a hit, and as long as the ball remains in the field of play, base runners may advance at their own risk. Play is dead once the rover has control of the ball. The umpire should call ATime@ to signal the end of each play.
- 9.4 A runner may over-run first base without risk of being called out.
- 9.5 If a ball is Awildly@ thrown and goes out of the field of play (over the fence or into the dugout), the runners may advance (without risk) to the base they are going to, plus one more.
- 9.6 If a ball hit fair bounces over or passes under or through the outfield fence, two bases are automatically awarded the batter and base runners (ground rule double). This rule also applies to the last batter.



- 9.7 If a base runner purposely interferes with the fielding of a ball, the base runner is automatically out, no runners advance, and the batter is out.
- 9.8 A double bag is provided at first base. The base runner is to step on the orange portion of the bag.
- 9.9 The base runner may not step on home plate but need only cross the Scoring Line for a run to score. A runner who steps on home plate shall be called out.

LAST BATTER

- 10.1 The coach of the batting team must indicate to the umpires and the fielding team that the last batter is coming to bat. If they fail to do so before the first pitch, then the inning is over.
- 10.2 If the last batter hits a fly which is caught, the play is complete - that half of the inning is over, and no more runs can be scored.
- 10.3 Rule 9.6 applies to the last batter.
- 10.4 If the fielding team throws the ball out of the field of play during the play for the last batter, all base runners score.
- 10.5 If the last batter hits a fair ball which is not caught on the fly, the inning is over when the ball is relayed to home plate, caught and home plate is touched. Any runs that cross home plate prior to the ball reaching home plate will count. Only two (2) defensive players are allowed to be in the vicinity of home plate at this time. Should interference occur, the last batter shall score.
- 10.6 The last batter cannot be tagged out.

PLAY MAKING

- 11.1 Foul Tip - Any foul tip which is caught will result in the batter being out.
- 11.2 Infield Fly Rule - There shall be no infield fly rule unless the playing field is suitably marked.



- 11.3 Returning Ball to Pitcher -When all plays have been made, the rover returns the ball to the pitcher. Runners may not advance when the rover is returning the ball to the pitcher. The pitcher may not avoid receiving the ball from the rover in order to allow runners to advance. (See Rules 6.8 and 9.3)
- 11.4 Runs - At the end of each inning, the official score keeper and umpire will confer regarding the score.
- 11.5 Commit Line - A commit line shall be located at a point midway between third base and home plate. Once a runner has stepped over this line, they must continue to the Scoring Line.
- 11.6 Double Bag Rule - A double bag shall be provided at first base. If the base runner is stopping at first base, they must step on the orange portion of the bag, while the first baseman must step on the white portion. Failure to do so: (a) on the runners part - will result in an out and (b) on the baseman=s part - will result in the runner being safe. If the runner is running to first base and advancing, they may step on any part of the base.
- 11.7 No Tag Rule - The defending player who is making the play at home plate must not tag the runner but must tag home plate for an out to be made. If the runner is tagged at home plate, the runner shall score.

