



RULES AND REGULATIONS FOR
ELEMENTARY SCHOOL 3-PITCH
Junior and Intermediate – (October 2019)

EQUIPMENT

Ball – The Ball shall be a regular leather-covered (size 11), softball.

Bat – The Bat shall be made of either aluminium or composite with a proper grip.

THE GAME

The length of the game will be determined by the schedule. 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

Each team will consist of at least ten (10) players and a coach. All players brought to the tournament must play an equal amount of time.

The fielding team (defence) shall be ten (10) players, including the rover. 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.

Substitutions must bat and field in the same inning. The official scorekeeper must be notified prior to any substitutions. An injured player may be replaced at any time.

A team may use an eleventh player as a designated pitcher. This player must not bat.

BATTING ORDER

The batting order is established before the game begins. The official scorekeeper must be given a written list of the starting line-up indicating the batting order. Once the batting order has been established, no batter

may bat out-of-turn. 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.

Substitute players will bat in the position of the player they replace.

THE PITCHER

Each team at bat supplies its own pitcher. Pitchers may be changed at any time.

Pitchers are to pitch from an area marked on the diamond between eight (8) metres and ten (10) meters (approximately) from home plate. Pitchers are to throw only three (3) pitches to each batter.

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.

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.

Pitchers must wear a baseball glove strictly for protection. An athletic support is strongly recommended.

Returning the ball to the pitcher: If a pitch is not hit, the catcher may return the ball directly to the pitcher. (This rule also is under **Play Making/Defense** *Returning Ball to Pitcher*)

THE BATTER

No more than three (3) pitches may be thrown to each batter. The batter is out if he/she fails to make a fair hit on one of the three pitches.

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.

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.

If a ball which is hit fair strikes a base runner, that base runner is automatically out and the play continues.

A batter who fails to lay down or drop the bat after hitting will be called out and warned.

THE BASE RUNNER

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.

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 on the base they started in that at bat on and will advance at their own risk.

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 "time" to signal the end of each play. (Rule also appears under **Play Making/Defense** *Returning Ball to Pitcher*)

A runner may over-run first base without risk of being called out.

If a ball is "wildly" 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.

If a ball hit fair bounces over or passes under or through the outfield fence, two bases are automatically awarded to the batter and base runners (ground rule double). This rule also applies to the **last batter**.

If a base runner purposely interferes with the fielding of a ball, the base runner is automatically out, on runners advance, and the batter is out.

A double bag is provided at first base. The base runner is to step on the orange portion of the bag.

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

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.

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.

If a ball hit fair bounces over or passes under or through the outfield fence, two bases are automatically awarded to the batter and base runners (ground rule double). This rule also applies here to the **last batter**. (This rule appears above in the rules for **base runners**.)

If the fielding team throws the ball out of the field of play during the play for the last batter, all base runners score.

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 runners 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.

The last batter cannot be tagged out.

PLAY MAKING/DEFENSE

Foul Tip – Any foul tip which is caught will result in the batter being out.

Infield Fly Rule – There shall be no infield fly rule unless the playing field is suitably marked.

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.

-Returning the ball to the pitcher: If a pitch is not hit, the catcher may return the ball directly to the pitcher. (Rule appears under **The Pitcher**.)

-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 “time” to signal the end of each play. (Rule appears under **Base Runners**.)

Runs – At the end of each inning, the official scorekeeper and umpire will confer regarding the score.

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.

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 runner’s part will result in an out. (b)On the baseman’s part will result in the runner being safe.

Exception: If the runner is running to first base and advancing they may step on any part of the base.

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.