



Three Pitch Rules & Regulations

The most important rule of all is to have fun playing the game!

The following rules cover the exceptions for the tournament only. All other rulings can be found in the Softball Canada Official Guide and Rule Book.

A. The Playing Field

1. Dimensions

Refer to Illustration 1.

Bases shall be approximately sixty feet apart

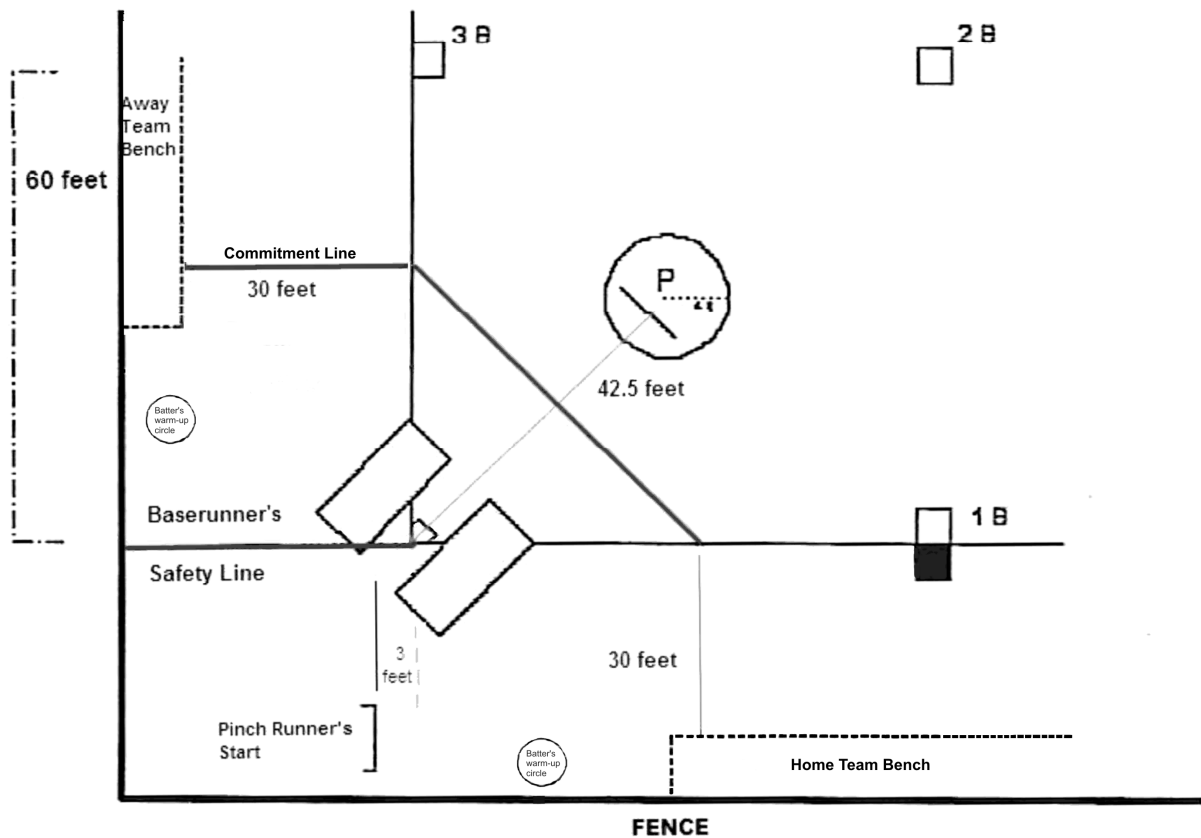


Illustration 1



2. Baserunner's Safety Line

- ▶ *Definition:* The first base line is extended from home plate to the backstop.
- ▶ In order to score a run, a runner must **cross the Safety Line** before a fielder in possession of the ball touches home plate.

NOTE: "Crossing the Safety Line" is defined as any portion of the runner's body touching the ground beyond the line.

3. Commitment Line

- ▶ *Definition:* A line drawn perpendicular to the third base line in foul territory, half way between third base and home plate. A runner who crosses this line has committed to continuing toward home plate.
- ▶ Any baserunner who has crossed the Commitment Line and must then return to a base (e.g. on a caught fly ball), may do so without being in violation of this rule. Runners can be tagged out while off base.
- ▶ To avoid collisions, no fielder may tag the baserunner once the runner has crossed the Commitment Line. The runner is not out if tagged after crossing the Commitment Line.

B. Players and Game Line-ups

1. All players participating in the tournament must be officially registered prior to the start of the team's first game.
2. In each inning, the defensive team may use a maximum of eleven players in the field.
3. A minimum of three ladies must play defensively in each inning.
4. If a team has only two ladies able to start a game, the following restrictions apply:
 - ▶ The batting order must contain an "automatic out" in the batting position of the third lady batter (i.e. The sixth batter in the line-up).
 - ▶ The maximum number of fielders allowed at any one time is reduced to ten, two of whom must be female.
5. If, during the course of a game, the number of female players on a team falls below three, the following restrictions apply:
 - ▶ The spot in the batting order occupied by the departing lady must become an "automatic out".
 - ▶ The maximum number of fielders allowed at any one time is reduced to ten, two of whom must be female.



6. The players forming the defence during the first inning shall occupy the first eleven spots in the team's batting order.
 - ▶ The line up must have 3 girls bat in the top 11 spots in the batting order.
 - ▶ A maximum of 3 boys can bat back-to-back in the batting order before a girl must bat.

Example: **G** – Girl **B** – Boy

- ▶ **G**BBB**G**BBB**G**BB... Any batter goes after that
- ▶ **B**BB**G**BB**G**BBB**G**... Any batter goes after that
- ▶ **B**BB**G**BBB**G**BB**G**BBB**B**BB (Example of an 18 batter line-up with only 3 girls)

7. The maximum number of batters in an inning is eleven.

RULING: If the team batting sends more than the allowable maximum number of batters to the plate in an inning, the last legal batter (usually the 11th of the inning) will be declared out and any action resulting from this time at bat will be nullified along with the actions of any of the following batters. The inning is then over. In addition, the first batter in the next inning will be the person who follows the last batter who batted illegally in the previous inning.

8. No player may bat more than once in an inning.
9. The batting team must notify the fielding team when the last batter for a specific inning comes up to bat.

RULING: If the batting team fails to notify the fielding team that the last batter is coming to the plate, the actions of the last batter will be nullified, i.e. any runs resulting from this action would not count and the inning would be over.

10. Any player may be a designated pitcher for any game. However that player must be on the team roster and may not participate in the field or at bat.
11. Any player entering a game in progress must be added to the bottom of the batting order.

C. The Game

1. All games will start at the time indicated in the official tournament schedule.
2. The game ends one hour after the official scheduled start time or when 7 complete innings have been played, whichever occurs first. No inning may start when less than five minutes remain in the allotted time period.

If the time limit is up before 7 innings can be completed and

- ▶ The home team is leading; the final score of the game will be the score at the time the game is called.
- ▶ The home team is not leading; the final score is the score at the end of the last complete inning.



NOTE: No inning may begin when less than five minutes remain in the allotted time period.

3. Games will be played, rain or shine, unless the Commissioner rules that conditions are too dangerous (e.g. In case of lightning). The Commissioner has the authority to cancel any and all games due to weather conditions. The Commissioner's decision to call off any game will override any decision to play that may have been made by the respective team captains.
4. If a team is not prepared to play within 10 minutes of the scheduled start time, that team forfeits the game and their opponent wins by default with a score of 7-0.
5. Team Captains should agree before the game begins on the following:
 - ▶ Whether the activity on another playing field requires establishing a ground rule double ruling (see the example in Section G.4).
 - ▶ Whether the game counts if there are fewer players on a team than specified in Section B.
 - ▶ Whether or not a designated pitcher is being used.
 - ▶ If the game roster for the opposing team is valid.

D. Fielders

1. All fielders, with the exception of the Catcher, must remain in fair territory but outside the square formed by home plate, 1st, 2nd and 3rd bases until the pitch has cross home plate and has made contact with the bat.

PENALTY FOR INFRACTION: The batting team will have the option of accepting the result of the play, or having the pitch taken over.

2. The infield fly rule is not used in the tournament.

E. Batting

1. A ball must be batted beyond the pitcher to be considered a fair ball.

NOTE 1: "Beyond the pitcher" is defined to be outside the square formed approximately by home plate, the commitment line, pitcher's mound and a point 30ft between home plate and 1st base.

NOTE 2: If a member of the fielding team touches a batted ball within the area described in E1 before it has stopped moving, it is a fair ball.

2. The batter is out when:
 - ▶ After 3 pitches, the ball has not been hit into fair territory.
 - ▶ The bat is thrown.
 - ▶ The pitcher interferes with a fielder who is in the act of fielding a batted ball, throwing or catching a thrown ball.

RULING: The ball is dead. The base runners must return to the base they occupied at the time of the pitch.



3. The inning is over when:
 - ▶ the third out of the inning is made, or
 - ▶ the maximum allowable number of batters have completed their turn at bat, or
 - ▶ If there are less than 2 outs and the last batter has hit a fair ball, home plate is touched by a fielder holding the ball.

F. Baserunning

1. The baserunner is out when
 - ▶ The baserunner touches home plate, whether or not there is a play at the plate.
 - ▶ The pitcher interferes with the play on any base runner.

RULING: The lead runner at the time of the infraction is out.
 - ▶ The runner leaves his base before the pitched ball has reached home plate.

RULING: The ball is dead and no pitch is counted against the batter.
2. Base stealing is not allowed.
3. Leading off the base is not allowed. A runner who breaks contact with the base before the ball is hit will be out.
4. Runners may not advance after a caught fly ball, under any circumstances, even in the event of a wild throw. Runners must return to the base occupied at the time of the pitch and, until they do so, may be tagged out.
5. Courtesy Runner
 - ▶ Unlimited use of courtesy runners is allowed.
 - ▶ Substitution must be man-for-man and woman-for-woman.
 - ▶ The batting team must give prior notification to the fielding team that a courtesy runner is entering the game once the batter has safely reached base.
 - ▶ If a courtesy runner is due up to bat while running the bases, he or she will be declared out.

G. Dead Ball - Ball in Play

The ball is dead when:

1. It is returned to the Pitcher
NOTE: the pitcher is under no obligation to catch the ball if it is thrown to him by a player not in the infield.
2. A batted ball hits the pitcher.
RULING: A strike is called on the batter.
3. A batted ball stops moving before rolling past the pitcher and a fielder has not attempted to field it.



RULING: Base runners must return to the base occupied at the time of the pitch.

NOTE: If the ball lands in fair territory outside the “minimum distance box”, and has sufficient backspin to roll/bounce back between the pitcher and home plate, the ball is not dead and runners may advance at their own risk.

4. A fly ball rolls, bounces or falls on the fly untouched by any fielder into the infield of a game on another diamond.

RULING: The batter is awarded second base and all runners may advance 2 bases from the base they occupied at the time of the pitch. If the ball is touched by a fielder before entering the infield of a game on another diamond the ball is not dead and the runners may advance at their own risk.

5. It is thrown beyond the boundaries of the playing field.

RULING: Baserunners are awarded two bases from where they were when the ball was thrown. i.e. the base toward which they were advancing, plus one more.

NOTE: If the ball remains within the playing field after hitting, rolling or being stopped by a boundary (e.g. a fence), the ball is alive.

6. It is touched by a spectator, base coach, or non participating member of either team.

12. Appeals and Protests

1. If any member of either team wishes to appeal a ruling or call, the appeal and decision must be made before the next pitch.
2. Protests are not allowed.