

Rules for 3 Pitch

GROUND RULES:

1. Game is 6 innings
2. NO FORFEIT RULE
3. No infield fly rule
4. No player shall sit two innings in one game until all players on the team have sat for one inning. No player shall sit three innings until all players have sat for two
5. All players shall be put in the batting order and will hit in the same order. Any latecomers will be added to the bottom of the order
6. Each player must play an outfield position at least 1 inning per game
7. Extra players (more than 9) must play in the outfield positions
8. Inning is complete after both teams have gone through one complete batting line-up for the first week. The second week an inning is complete once there are 5 outs. The third week of play 4 outs. The fourth week until the remainder of the season an inning will be considered complete once there are 3 outs.
9. Substitutions are allowed (i.e. an injury). A "temporary runner" would be put on base, and would be the last available player, (furthest coming up in the order). In the case of an offensive player injury, their spot will not be lost in the batting order the first time around. But if the injured player cannot make it up to bat the second time their spot comes up, they player will then be permanently removed from the batting order (player will still be allowed to play defense under coaches destruction). Running from the fence is NOT allowed and is unsafe, every batter needs to be able to make it to first base safely, then the "temporary runner" substitution can happen once the batter reaches a base safely.
10. All players and coaches must wear team shirts supplied by HMSA with no modifications on the shirt (e.g. sleeves or bottom of shirt cut off). If the player forgets their shirt, they may leave to get their shirt and return to play
11. No metal cleats
12. No jewelry – Jewelry is any item judged dangerous by the umpire (e.g. earrings, watches, rings, necklaces, bracelets etc.). Medic Alert bracelets and necklaces are not considered jewelry.
13. All players must supply their own HMSA approved baseball/softball helmet. Helmets must be worn at all times, including on the bench
14. Long pants (or a combination of long pants and socks pulled up to cover the entire leg) and PROPER running shoes MUST be worn

PLAYING RULES

1. Every player must bat in rotation or it is counted as an out if detected before the next batter is pitched to
2. An "8 Foot Radius" is in effect around the pitching rubber (i.e. the ball is declared dead if the pitcher has possession of the ball within the 8 foot circle)
3. The batter is out if the batter hasn't hit by the third pitch, regardless if the ball is caught or not
4. A base hit in the infield can only advance the runner 1 base
5. Coaches cannot physically assist runners while ball is in play (except under circumstances deemed acceptable by the league)
6. Games to begin promptly at 6:30 p.m.
7. Game curfew 8:00 p.m.

BATTING

1. The Batting team supplies its own pitcher (coach or designate). No more than 3 pitches may be thrown to each batter
2. Attempt should be made to pitch from pitching line (25 feet), but distance may be varied to accommodate skill level. This distance should be mutually agreed on by both coaches prior to playing the game
3. Batter is out if they throw the bat 6 feet or more or if the bat hits the catcher. **NO EXCEPTIONS**
4. A foul hit that is caught by the catcher must be OVER THE HEAD OF THE BATTER before the batter is called out

BASE RUNNING

1. A base runner may advance only on a fair hit ball and until subsequent play ceases (i.e. when the infield rover is passing the ball to the pitcher)
2. A player may not advance on an error committed by his own pitcher (i.e. drops ball)
3. If a base runner over-runs another runner, the player who over-ran is out
4. On an overthrow into foul territory, a runner will advance to next bag plus one base. Umpire makes the call
5. NO STEALING
6. NO LEAD-OFFS
7. Runner must maintain contact with base until ball is hit
8. Safety Base: Touch orange first. If runner does not, and play is to first base, runner is out (Refer to "Safe Base Rule" page)
9. A player can be tagged out during forced play or if they over-run the base (except First Base)
10. A base runner is out when the ball is caught by or thrown to the intended base player who then touches the base before the base runner touches the base

Pitcher "Helper"

1. Since the pitcher is not permitted to field the ball, the fielding team may have an "Infield Rover" playing this position
2. The "Infield Rover" must remain behind the pitcher until the ball is pitched. Fielders should remain just off the infield (i.e. grass)
3. When, in the estimation of the fielding team, all possible plays have been completed, the ball must be returned to the Infield Rover who will hand it to the pitcher
4. While the Infield Rover is returning the ball to the pitcher, no further play may occur
5. Any fielding team member may return the ball to the Infield Rover

PITCHER

1. The pitcher (adult) may not use the ball unless he/she has received it from the Infield Rover
2. If the pitcher is hit by, or touches a batted ball, the ball is dead. No runner may advance, and the pitch is replayed

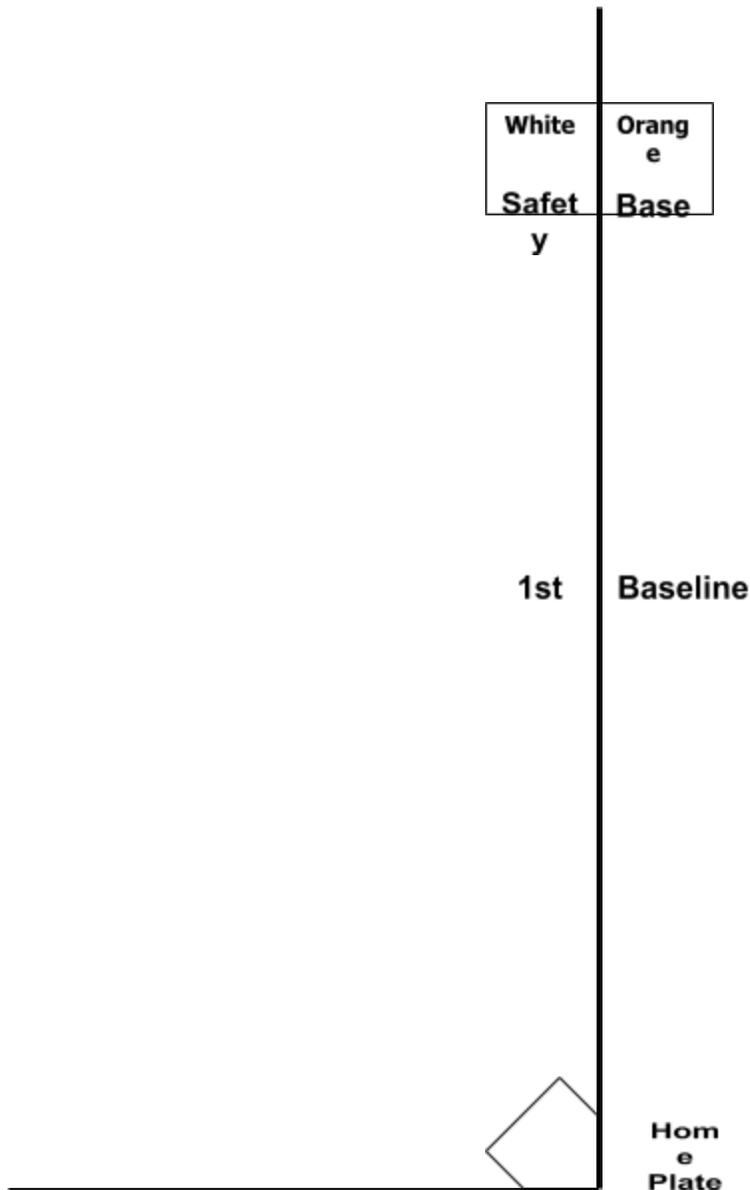
PITCHING DISTANCES AND BASELINES

Pitching Rubber – 25 feet
Baselines – 40 feet

**Umpire in Chief ruling is final. Play by the rules.
For rules not covered by Hespeler Minor Softball, refer to Softball Canada Rules.
Further disputed calls discussed by Umpire coaches, and convener AFTER the game.**

Safety Base Rule

1. Runner must run to orange portion of the base.
2. Fielder must touch the white portion to make an out.
3. Runner attempting a two-base hit may run to the white and/or the orange portion to make the turn to second base.
4. Runners on first base run from the white portion only.
5. If the first baseman touches only the orange portion to make an out, the runner is safe.
6. If either the baseman or the runner touches both colours together, the play is as called by the umpire (safe / out).



Ball-Weekend Rules

Preliminary Round-Robin Rules

Games are 2 hours or 6 complete innings, whichever comes first.

3-pitch, Atom, Junior and Bantam Divisions: 5 runs or 3 outs is a completed inning. The sixth inning will be an open inning with no limit on the number of runs that can be scored

Senior Divisions: 6 runs or 3 outs is a completed inning. The sixth inning will be an open inning with no limit on the number of runs that can be scored

Going into the final inning, if the home team is losing or the score is tied, and the home team scores enough runs in the bottom of the inning to tie or take the lead the game is called. The inning will not need to be completed since the home team scored enough runs to take the lead.

In all other situations, if the game is cut-off due to time, the score reverts back to what it was at the end of the last completed inning.

MERCY RULE

Mandatory Mercy Rule:

- 15 run differential after 4 innings for all divisions

Umpire calls the game. Mercy is declared. In the event that the Mercy Rule conditions are met while the home team is at bat, the inning shall not be completed. Mercy shall be declared immediately and the game is complete.

POINTS

- 3 pts for a mercy
- 2 pts for a win
- 1 pt for a tie
- 0 pts for a loss

Tiebreaker Rules

The top two teams shall play in the championship game. If there is a tie in the standings, the following shall be followed to resolve the tie:

Tie between 2 teams (for 2nd and 3rd place):

- The team that had more points in the head-to-head match ups between the tied teams will be declared the winner.
- **If there is still a tie:**
- Sort the tied teams based on the run differential recorded in all rounds of round-robin play. Team with the best differential will advance.

Tie between 3 or more teams:

- Sort the teams based only on points in the head-to-head match ups between the tied teams – see if a team can be advanced or eliminated.
- If one of the teams is advanced or eliminated, but a tie still exists between the remaining teams, look at just the head-to-head match ups between the teams that remain tied. – see if a team can be advanced or eliminated. Continue process if necessary.

If there is still a tie:

- Sort the tied teams based on the run differential recorded in all rounds of round-robin play – see if a team can be advanced or eliminated.

If there is still a tie:

- A coin toss will determine the winner

CHAMPIONSHIP GAME

Championship Game is 6 complete innings with no time limit

3-pitch, Atom, Junior and Bantam Divisions: 5 runs or 3 outs is a completed inning. The sixth inning will be an open inning with no limit on the number of runs that can be scored

Senior Divisions: 6 runs or 3 outs is a completed inning. The sixth inning will be an open inning with no limit on the number of runs that can be scored

Championship Mercy rule for all divisions

- 15 run differential mercy rule after 4 complete innings. The umpire will ask the losing team if they wish to forfeit. It is the losing team's coach that will decide if play shall continue.

CHAMPIONSHIP TIEBREAKER

- If the game is tied after 6 completed innings, the international tie breaker rule will be followed.
 - o The person before the batter who is scheduled to bat will be placed at second base to start the inning.
 - o 1 out to start the inning

**The Hespeler Minor Softball Executive will determine all ties and their decision is final
Scorebooks will be turned into the Executive for calculations**