



3-Pitch Softball Regulations & Guidelines

1. This is a 3-pitch tournament that has been organized to promote networking and team building and welcomes men and women of all skill levels. Have FUN!
2. Each game will be designated a certain amount of time. You may play as many innings as possible up to 7. If a team is winning before going to bat last, the game is over at that point.
3. ALL games should begin at the scheduled start time. If a game starts late, it must still end within the designated time frame to ensure the next game can start on time. If a team does not have the required numbers of players within 15 minutes of the scheduled start time, it will forfeit the game.
4. Games will be played in three-pitch.
 - The pitcher will be supplied by the batting team.
 - Each player will have 3 chances to hit the ball.
 - The pitcher should do their best not to obstruct the ball when hit.
 - If the batter hits the pitcher, it will be called a strike. If you hit the pitcher on the third pitch you will be called OUT.
5. The choice of first or last bat in the inning shall be decided by a coin toss prior to the game.
6. Each team must have a minimum of 9 players, no maximum.
 - Everyone on the roster must bat.
 - 9 players on the field at one time. (including the pitcher)
 - We encourage male and female players however, there is no requirement.
7. A game sheet will be given to each team in their tournament package. The roster and scores should be tracked and submitted to the tournament organizer at the end of each game.
8. Batting line-ups: Players will rotate in the field, and all players should get equal field time. Players should rotate through the batting line-up as listed on the game sheet.
9. Home run rule: Only 1 home run is allowed per inning. Additional home runs will result in an out.

- 10.** In order to cease play on a fairly batted ball, the umpire will call time when the ball is in the infield and the play is over.
- 11.** To keep games competitive, the maximum runs per inning will be 5 except for the final inning, which has no maximum.
- 12.** A foul ball hit with two strikes shall be called strike three which shall result in an OUT.
- 13.** Any foul tip caught shall result in the batter being OUT (no height restriction in effect).
- 14.** If the batter hits the pitcher, it will be called a strike. If you hit the pitcher on the third pitch you will be called "OUT."
- 15.** No outfielder shall be allowed on the infield until the batter has made contact with the ball.
- 16.** No base stealing.
- 17.** No leading on bases before contact is made by the batter and ball.
- 18.** Bunting is not allowed. No player is allowed to "square up" for a bunt or otherwise intentionally deaden the ball. Result will be an OUT.
- 19.** No sliding or contact at any base – take the out, rather than a collision.
- 20.** Runners shall not touch home plate while attempting to score. Runner only needs to cross the home plate line drawn at the beginning of the game. This is to avoid collisions at home plate.
- 21.** There shall be a commitment line, located approx. 21 feet (1/3 distance) from home plate to third base. Once a base runner crosses this line, the runner may not return to third base. If the runner crosses this line and returns to third base then the runner will be called OUT. The defensive team MAY NOT tag a runner between this line and home plate.
- 22.** Where a player is unable to run due to injury, a replacement or courtesy runner, may run for that player.
- 23.** The infield fly rule is in effect. An infield-fly is a fairly batted fly ball (not a line drive) which can be caught by an infielder with ordinary effort when first and second, or when first, second, and third bases are occupied, with less than two outs. When the batter hits a fair fly ball the umpire must call: "Infield Fly," if fair, the batter is OUT. The batter is automatically out and the play is dead, whether the ball is caught or not. Base runners shall remain on, or freely return, to their original base. This is to avoid an infield player from purposefully missing to engage a double play. Runners may advance to their own discretion but must tag-up. Play will be live if runners tag and once the ball is caught or hits the ground.

24. Advance on a caught fly ball “tagging up” is permitted once the fielder has made contact and the base runner tags up (re-touching the time-of-pitch base). A tag of the runner is necessary for an out. You can “tag-up” on every base.

25. Tie-breaker in ranking order - The top four teams advance to the semi-finals based on two round robin games and the following tie-breaker rule:

1. Points (2 for a win; 1 for a tie)
2. Head-to-head
3. Run differential
4. Runs against (lowest is best)
5. Runs scored (highest is best)
6. Coin flip

26. A game will move forward in the rain but is automatically stopped or cancelled in the case of thunder and lightning. These games will be decided by the score from the previous inning(s), assuming both teams have been up to bat. Alternatively, the winner will be selected by coin toss. This will ensure the tournament stays on time as we break to watch the storm pass.

27. A minimum of two women are required per team

All teams are required to provide the following items for their team.

- Mitt for each player
- Bats, we suggest a minimum of 2 per team
- Balls for warm up
- Catcher mask recommended
- Pitcher mask recommended
- Helmets, optional
- NO metal cleats