

2015 Area 1 Intermediate Co-ed Rules
Three Pitch Tournament Rules

Tournament Convenor
(Mike Andrews – Kate S. Durdan)

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1. Bases are 65 feet apart
2. Distance between Pitchers Circle and home plate is 35 feet. *NEW*
Pitchers must wear a helmet. NEW
3. Commitment line is 18 feet from home plate.
4. Each game should be a maximum of 5 – innings with no new inning started after 45 mins. Once the 45 min. mark is hit, simply finish the current inning and the game is concluded.
5. In the semi Finals, Consolation Final and Championship final each game will be 5 innings with no time limit. Extra innings may be needed to determine a winner.
6. Home team for each game is the first team listed on the schedule (each team is home team for 2 games). In the semi final games the home team is the higher seed. In the final game – home team is determined by coin toss.
7. In the Regular Pool Play, points will be awarded as follows:
 - 3 points for a win
 - 2 points for a tie
 - 1 point for a loss
8. Tie breakers:
 - 1) head to head record
 - 2) average runs against/inning (to avoid running up score and teams not getting last ups)
 - 3) coin toss
9. At the end of regular pool play all points will be added up and a ranking order will be determined. The first and second place teams in both pools will have a cross-over game for the Championship finals. The 3rd and 4th place teams will have a cross-over game for the Consolation finals. The 5th place team's tournament has come to a close.

10. Batting order must alternate back and forth between boys and girls. You can either carry 10 or 12 on the batting order (No more than 12). You may not have 11 in order to keep consistency with reference to alternating between boys and girls.
11. The defensive team must have 10 players on the field (5 boys and 5 girls at all times)
12. The batting team must supply their own pitcher. If your team wants to use 12 players in your batting order and the pitcher is one of your 2 Designated hitters (DH's), then a back-up pitcher should be ready to come in and pitch until the initial pitcher is ready to resume their role.
13. If Home Team is winning after the top of the last inning it is not necessary to bat in the bottom of the inning.
14. **Substitution:** Once a player is substituted out of the batting order he/she is out for the remainder of the game. Players in the batting order can be substituted anywhere in the field until they are replaced in the batting order.
15. Each team must provide their own pitcher (a member of the team). The infielder fielding for the pitcher must stand behind and to the side of the pitcher until the ball is hit (approximately 3 metres from pitcher until ball is hit).
16. Only 3 pitches per batter - this includes foul balls. (Underhand only)
17. Three outs per inning or a maximum of 7 runs (no limit for the last inning).
18. Helmets required for batters and runners. All teams are responsible for bring their own.
19. Catchers must wear a helmet and a mask. Again each team is responsible to bring their own. *Mask must now have a throat protector.*
20. ~~No steel cleats allowed, only rubber.~~
21. No jewellery should be worn (leave it at home).
22. An 11 inch in diameter rag ball, mush ball, or safety ball such the Easton Incrediball should be used (please bring any you have). New balls will be provided for games.

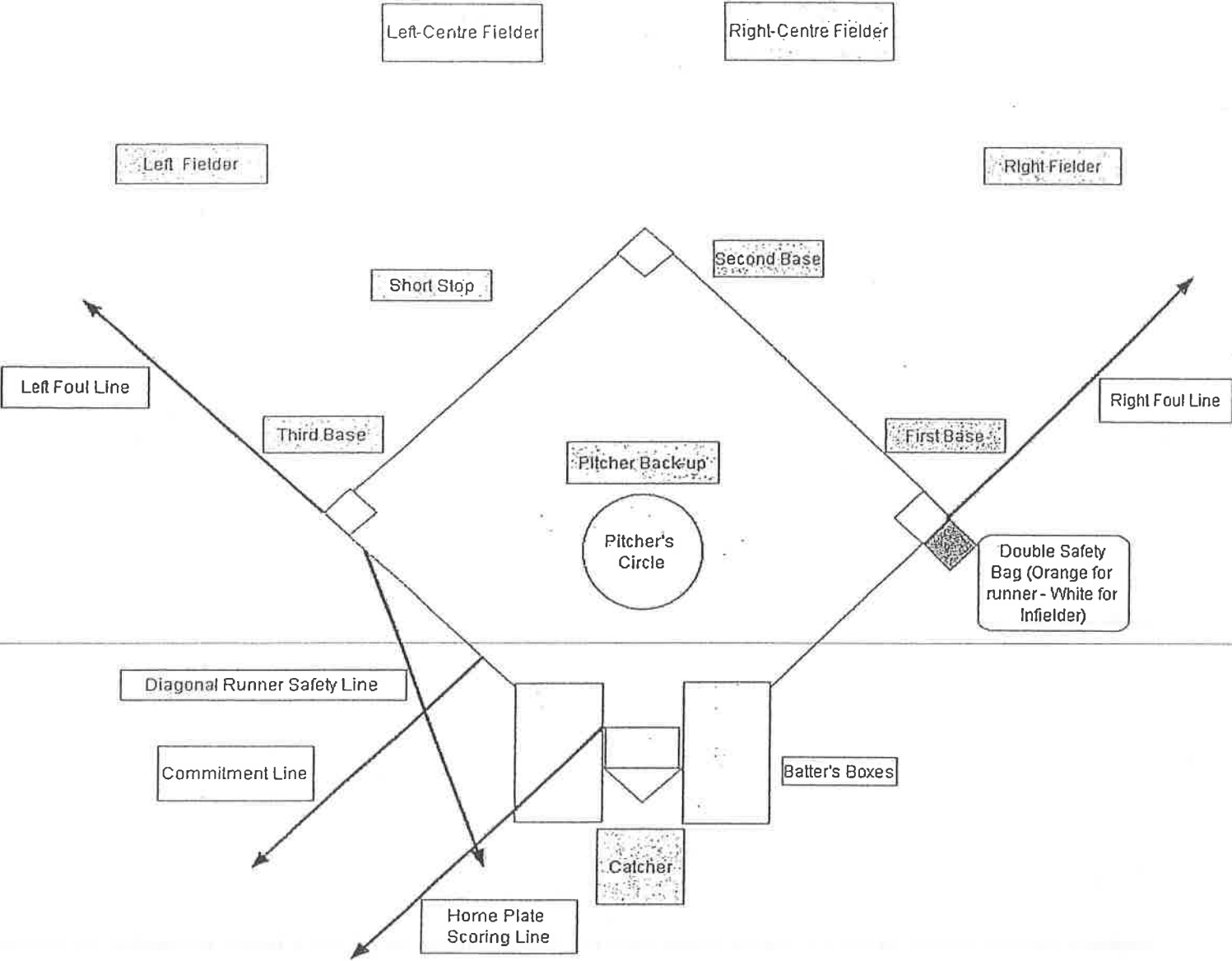
23. **No bunting allowed. Ball does not have to pass pitcher but it must be a full swing. If a bunt is attempted, the batter is out.**
24. **Any foul ball caught by catcher will be recorded as an out including foul tips.**
25. **If a player throws the bat, they will be called out (At umpires discretion).**
26. **There will be a double bagged safety base at first to avoid collisions.**
27. **SAFE BASE (First base only) If a play is being made at 1st base, runners must tag the orange portion of the safe base while the 1st base-person tags the white portion. Failure to do so will result in the runner being called out. Should the 1st base-person fail to touch the white half, the runner is safe. The only time the runner may touch the white portion is when an advance to 2nd is possible. If the runner turns into fair territory on first base the runner is live and at a risk of being called out on a tag. To prevent this turn right into foul territory. If there is no play at 1st base the rule is that the first baseman is to remove themselves out of the runners path. If the 1st baseman does not do this then interference is called and the runner will not only be safe at first but also will automatically get second base. The runners on base do not move unless forced.**
28. **A courtesy runner may be allowed only in the case of injury/emergency. In this situation the injured runner would be substituted for a player on the bench who would also take the place of the injured player in the batting order. The injured player would not be allowed to re-enter the game. On the other hand they would be able to start a new game.**
29. **No lead offs or stealing. If this happens runner will be called out. Players must be in contact with the base until the batter hits the ball.**
30. **Tagging up on a fly ball is allowed. Runners can only leave base once ball has been caught.**
31. **Interference will be called if the catcher gets in the way of the batter swinging or a defensive player blocks a runner on the base path without the ball in their possession. If this happens the runner will automatically be awarded the next base. If the pitcher interferes with the pitcher back-up trying to make a play (at umpires discretion) the batter will be called out. Any other offensive player obstructing the defense in an attempt to make a play will also be called out.**

32. **Sliding:** Runners may slide into second and third base, or when any play (such as a caught fly ball) requires a runner to return to a base (including first). On the other hand Runners may not slide into 1st base or home plate while advancing to the base. If this occurs base-runner is out.
33. The pitcher must stand in the 8-foot diameter circle outlined on the infield.
34. If the pitcher is hit with the ball, the batter is out.
35. If a runner is hit with the ball, he/she is out and the play is dead (batter to first base).
36. Runners can be tagged out if they overrun second or third or turn into fair territory after rounding first base.
37. If the ball is hit to a fielder and then returned to the pitcher who in turn has the ball in their possession all play is dead. Any runners in-between bases either return to their previous base or continue on to the next base (Must be half way there - at umpires discretion).
38. Any defensive player can request time to be called by the umpire if he/she has control of the ball. This is up to the umpires discretion depending on whether the play is live or not.
39. Outfielders must start with their feet clearly on the outfield grass before the ball is hit. Once the ball is hit they can go wherever they need to.
40. **Overthrowing the ball resulting in the ball going out of play:** 1 extra base will automatically be awarded to runners if the defensive team overthrows the ball resulting in the ball going out of play. The umpire would raise their hand indicating that the ball was dead and the runners would be awarded the base they were currently advancing toward when the throw was made plus one extra. On the other hand if the runner was occupying a base, standing close to a base and making no attempt to advance, or retreating back to a previous base at the time of the throw, then they would simply be awarded the following base. (This ruling is at the umpires discretion).

41. ~~The Infield Fly Rule will be in effect. It is only in effect when there are runners on 1st and 2nd or bases are loaded and there are less than 2 outs. A ball hit in the air in the infield that may be reasonably caught by an Infielder (under one of the above situations) will be called an Infield Fly. This means that the batter is automatically out even if the ball is not caught. If the ball is not caught; base runners may advance at their discretion. However, there is no requirement to advance if the ball is not caught. If the ball is caught, runners may tag up and advance at their discretion. *** (See full explanation of Infield Fly Rule on the last page)~~
42. All bats, helmets and other team equipment must be kept behind the backstop against the fence and not lying on the ground in order to avoid injury. If the defensive team's equipment is lying in play and interferes with a runner (In the opinion of the umpire) then the runner will be awarded the following base. If the offensive team's equipment interferes with a defensive player who could have otherwise made an out in the opinion of the umpire (except for the batter's bat dropped on the ground) the offensive player against whom the out could have been made will be declared "out".
43. There is a commitment line between 3rd base and home plate located 18 feet from home plate. Once a runner has fully or partially crossed this line with any part of their body, the runner must continue home. Fielders cannot tag runners between the commitment line and the home plate scoring line. If this happens the runner will be considered "safe".
44. There is also a diagonal safety line leading to the home plate scoring line. Runners from third base must follow the safety line and pass behind home plate. If the runner passes the home plate scoring line before the catcher catches the ball and touches home plate they are considered "safe". If a runner touches home plate he/she is out. There is no tagging at home. At the plate there is always a force out. The catcher must be in contact with the home plate mat with the ball in hand in order for an out to be made. If the catcher catches the ball and touches the home plate mat before the runner crosses the home plate scoring line the runner is considered "out".

45. **Ejection:** Hopefully this will never happen, however, umpires have the right to eject players, coaches, fans, etc... for disrespectful and/or inappropriate behaviour that could be considered disruptive to the game. Actions such as swearing, throwing equipment, outbursts of anger or physical violence, verbal abuse, etc... may warrant immediate ejection. An umpire may decide to give a verbal warning or immediately eject someone depending on the individual situation. A first offence will result in a one game suspension while a second offence would mean no further participation in the tournament. In any case the individual will be asked to leave the diamond immediately. If a person refuses to cooperate and leave when requested, the team that they are associated with may have to forfeit their game. If a player is suspended from a game they will be asked to leave the bench and the immediate vicinity of the corresponding diamond. They should also be supervised by an adult. If a player is suspended from the tournament, the parents or home school will be called to take the player home. If it is an adult they will be asked to leave the diamond or park. Let's be absolutely sure that this never happens and prepare our teams accordingly. Let's have fun and enjoy the day in a spirit of healthy competition and sportsmanship. Let's also show our appreciation for the volunteer umpires who have come out to make our day a good one.
46. **Score-keeping:**
Teams are required to fill out scoresheets showing the batting order, individual scoring, substitutions, team name, opponents name and the final scores. These sheets must be completed in full and in legible printing. The score-keepers for both teams should regularly communicate after each inning to ensure that they are in agreement. Another option would be to keep score together. At the end of the game make sure your scoresheet matches with the other team's scoresheet then sign it. The winning team's scorekeeper should then immediately deliver the scoresheet to the Scorer's Table in order to update Tournament Statistics.
47. In other matters not specifically mentioned, regular baseball rules will apply.
48. If possible, it would be appreciated if umpires could wear a light blue collared shirt and grey shorts or pants (for identification purposes).

3 Pitch Field Diagram



49. A Diagram of 3-Pitch Field.

Infield Fly Rule

The **Infield Fly Rule** in baseball (specifically, rule 6.05e, coupled with the definition in rule section 2.00) is intended to prevent unfair gamesmanship by the fielders that would result in an easy double play or triple play.

The rule

The infield fly rule applies only when there are fewer than two outs, and there is a force play at third (runners on first and second base, or bases loaded). In these situations, if a fair fly ball is hit that, in the umpire's judgment, is catchable by an infielder with ordinary effort, the batter is out regardless of whether the ball is actually caught in flight. The rule states that the umpire is supposed to announce, "Infield fly, if fair." If the ball will be almost certainly fair, the umpire will likely yell, "Infield fly, batter's out!" or just "Batter's out!" Umpires also typically raise one arm straight up to signal to everyone that the rule is in effect.

Any fair fly ball that could have been caught by an infielder with ordinary effort is covered by the rule regardless of where the ball is caught. The ball need not be caught by an infielder, nor must it be caught in the infield. For example, if an infielder retreats to the outfield in an effort to catch a fly ball with ordinary effort, the Infield Fly Rule would be invoked, even if an outfielder ultimately caught the ball, and even if no infielder attempted to make a play on the ball. Similarly, a fly ball within the infield that could have been caught by an infielder with ordinary effort, but is caught by an outfielder, would also be covered by the rule.

On a caught infield fly, a runner must tag up (i.e., retouch, at or after the time the fly ball is first touched by a fielder, the base the runner held at the time of pitch) in order to be eligible to advance, as on any catch. If the infield fly falls to fair ground untouched, or is touched and dropped, runners need not tag up. In either case, since the batter is out, the force play on other runners is removed.

Misconceptions

Participants and fans sometimes misunderstand the infield fly rule. The infield fly rule is not in effect if there is a runner on first only, as the rule-makers assumed fielders would not gain a significant advantage by forcing out the runner rather than the batter; in either case, the net result would be one more out and a runner on first base. Also, an infield fly *does not* affect baserunners other than the batter. Just like any other fly ball, if an infield fly is caught, runners must retouch (or "tag up") their time-of-pitch base before attempting to advance; if an infield fly is not properly caught, no tag up is required and the runners may try to advance.

The infield fly rule cannot be invoked on line drives or bunts; also, the infield fly rule is not intended to cover all situations where the defense may wish to allow a fly ball to drop uncaught. For example, with just a runner on first, an alert infielder might purposely let a popup drop to the ground and get the force at second, if it happens that the runner on first is faster afoot than the batter-runner is, or if the batter is loafing on his way to first base. This is only legal if the fielder lets the ball hit the ground untouched, which carries some risk to the fielder as it might bounce away from him. However, in all situations where the infield fly rule does not apply, a different rule (6.05l) prevents fielders from touching a catchable ball and dropping it intentionally in an attempt to turn a double or triple play.