

**Specific Rules of Play U10**  
2019-20 PSAA THREE PITCH RULES AND REGULATIONS

## FAIR PLAY

-**Coaches** need to make certain that their players, assistants, and players' parents also respect the decisions made by the on field umpires.

-**Comments** made from the sideline should be positive, constructive, and encouraging.

-**Comments** by players on the field should be positive and encouraging and relating to the play.

- **We are expecting** that everyone will use appropriate, non-threatening, cordial language, and will speak in a tone and manner that is non-confrontational nor condescending.

- **Players** are not to shout/scream in a manner to unsettle a player in order to gain an advantage.

-**Referees** will address the players and coaches cordially. Will know these rules and will apply them fairly. Will attempt to maintain good position on the field in order to make the proper call.

-**Coaches** need to be supportive of the calls umpires make. The key is that umpires make consistent calls. If an official needs to be corrected about a rule, both coaches of the teams playing must be in agreement that an error in the understanding of the rule needs to be corrected and may together bring this to the official's attention. This is not about whether you agree or not regarding who gets called out, or whether a foul or violation should have been called or not.

-**Following the game**, this information should be directed to the tournament convenor to make certain the correction made was accurate.

Remember, we should model the behaviour we expect.



## 1.EQUIPMENT

### **1.1 Uniforms**

- a) Brings bibs/pinnies in case of duplication in shirt/jersey color.
- b) Welcome to wear School's PE kit or a standard numbered shirt/jersey

### **1.2 Players**

- a) Due to the type of equipment being mandated, the use of Helmets or Gloves are not mandatory.

### **1.3 Bats & Balls**

- a) 28" Dom Super Safe Invicibat. [DI-28] 19oz, 28" long, fiberglass rod reinforced sponge and tough skin bat.
- b) 4" DOM Safe ball [DI-8] 2.1 oz, 4" dia, polyurethane ball in High Optic Yellow.

**\*NOTE:** if higher winds become an issue, may wish to use tennis ball as alternative.

### **1.4 Dimensions**

- a) Length of base path is 40 feet
- b) Line drawn between first and third base, as the pitcher line.

**\*NOTE:** all defensive players must be behind the pitching line until ball contact is made with the bat – excluding the catcher.

## 2. ROUND ROBIN PLAY

### **2.1 Time**

- a) Games will all start/finish at the same time by the sound of a horn.
- b) Each game will consist of 3 innings for 30 minutes.

**\*NOTE:** looking at 5 minutes per half inning – equals 30 seconds per batter.

### **2.2 Batting Order**

- a) All defensive players in that inning will bat!

**\*NOTE:** We are not playing 3 outs per half inning, rather bat all 10 players.

- b) Teams that have more than 10 players on the roster will only play 10 defensive players per half inning. The players scheduled to play defensively that inning are the players that will bat that inning. This will mean that making changes in the batting line-up can only occur when defensive changes take place.

**Example:** Team batting first – all the players that batted will need to play defensively in the bottom of the inning. The team batting second – all players that were in the field defending will

have to bat. Team batting first is up again – players that will be playing defensively will be inserted into the batting order.

**NOTE:** keeping the order of the batting order is not necessary since all 10 players will be batting, and players will be able to be put back into the line up.

### 2.3 Positions

- a) **Pitcher** will be your own coach. Pitch until the batter puts the ball into play to a maximum of 3 pitches. (third pitch foul= out)
- b) A batted ball hitting the pitcher is an automatic out. The ball is dead and runners cannot advance. Should the pitcher interfere with the fielding of a batted ball, the batter is out.

**\*NOTE:** all runners will be put back to the base occupied prior to that pitch.

- a) **Batter** must use a full swing, or a strike will be called. Players **MAY NOT** bunt the ball.

**Effect:** If a batted ball does not pass the line drawn between first and third base, a “strike” will be the call.

- b) **Batters** are to stop their swing and then drop their bat. Batters who throw the bat, or just release the bat during the swing, are automatically out (umpire’s decision).
- c) **Last batter** the defensive team will need to get the ball to a base ahead of the batter in order to stop that player from advancing.

**Example:** player hits ball into outfield and batter is rounding second base and the outfield throws the ball to second base. The defensive player steps on second thinking that the player will now have to stop at third base – but because this is the last batter, the defensive team will need to get the ball either to third base before the batter runner or to home.

- d) **Baserunners** will **NOT** be sliding, so they should adjust their speed so that they can stop at second or third base.
- e) **Fielders** are expected to play “regular” positions on the field of play. That will mean that there can be one player playing the pitchers position in the infield while the remaining infielders will not start more than 1m inside the “baseline” between first and second and second and third. That will mean that outfielders are expected to play their “regular” positions and will start at least 5m from the aforementioned “baselines”.

### 2.4 Calls: Safe Base

- a) At first base – the white base taking the usual fair territory location, the orange base [**additional base at first**] is located in foul territory.
- b) Batter runners are entitled to use the regular [**white/inside**] base at first base if the batter runner is attempting a double, triple, or homerun.

**\*NOTE:** the batter-runner must use the base in foul territory when a play is being made to first base on his/her batted ball. Once the player has attained first base, only the inside base [**the regular white base that is set-up in fair territory**] is the only base in play.

## 2.5 Calls: Commitment Line

- a) There will be a commitment line halfway between each base. Creating force plays at all bases. Once the runner has crossed this line, the runner cannot retreat back to their original base.
- a) If the base runner needs to retag the base because the ball was caught before it touched the ground and the base runner passed the commitment line, in this situation the runner may return to their original base to retouch the base.
- a) To score a point, runners must pass a line drawn by home plate.
- b) Runners are not to touch nor run over home plate. Runners are to cross the line drawn from the left corner of the plate that runs to the backstop.

**\*NOTE:** The purpose of this line is to prevent runners colliding with catchers fielding a thrown ball at the plate.

- a) Runners will be forced out at home plate once they have crossed the commitment line and the defensive player steps on the plate while in possession of the ball.

## 2.6 Calls: Force Out

- a) There are no tag plays in this force play zone at home. Runners touching the plate or running over the plate will be called out.

**\*NOTE:** teams are encouraged to make plays to a base using our force out rule rather than attempting to tag runners. The aim is to have players share the ball by throwing to the appropriate base to register an out if possible, and to avoid someone getting tagged too forcefully or in a more sensitive area

## 2.7 Calls: Right of Way

- a) Defenders should be aware that without the ball or being in the act of fielding a ball the base-runner has the right of way and should not be blocking a base.
- b) Base-runners should be aware that they must yield the right of way to a fielder who is in the act of fielding a batted ball.

## 2.8 Calls: Contact Rule

- a) We will not be making getting another player out for leaving their base on fly ball and then not getting back to the base in time [**re-tagging of the base**] should the defensive team make the correct play of catching the fly ball to get the batter out and then throwing the previously occupied base from which the runner left.
- b) We will encourage the defensive team to make the correct play, and we will instruct our runners to retag their base, but we will not call those base runners out. If not attempt is made to throw back to the base that was previously occupied, and the runner is unaware he/she is to retag the base, time will be called prior to the next batter and the runners will be sent to proper base.

## NO INFIELD FLY WILL BE CALLED

### 2.9 Calls: Safe or Out

- a) This is a developmental group, and we are attempting to get the players to make the “regular” [**baseball/softball**] defensive plays, which means we would like to see players throwing the ball to the base to which a runner is attempting to obtain.
- b) With this in mind we do not want to penalize players for attempting to make the correct play, so when a player is trying to get the batter out at first base and the ball goes past the first base person, unless the ball goes out of play, the play will end and the batter/runner will stay at first base to set up the next play for the defense to consider.
- c) If the ball is thrown out of play or is trapped under a fence then we will award the batter/runner second base.
- d) If there is a runner already at first, or the batter hits a double and the throw goes past the player covering second base, that runner can advance one more base, but could still be put out by the defense by getting the ball to third base before the runner arrives.
- e) However, if the ball is then “thrown away” on this play the play will stop and the runner will be kept at third base to set up the next defensive play.
- f) **As soon as an infielder touches a base while in possession with the ball, this will stop all the runners from further advancing.**

**\*NOTE:** this is the reason for the preamble about getting players to throw the ball. Instead of the third baseman taking a ground ball and running to third base to stop the batter/runner from going further than first base, the player will not be penalized if the attempt to get the runner out at first base is not successful.

### 3. PLAYOFF QUALIFIERS

**Please note that this event will not have playoffs.**

#### COMMITMENT

- Teams are expected to remain on site for all scheduled matches.
- Each Coach is asked to bring his/her own First Aid Kit.
- Each team will commit to bring an Umpire for the whole day

**\*NOTE:** your umpire will be in the field when your team is fielding

We are all responsible for leaving Birchwood Park clean. Please make certain that garbage is disposed of in the appropriate receptacles throughout the day and not left to the end of day clean-up. Make certain your team picks up after itself.