

Specific Rules of Play U12-U14
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.



2.2 Batting Order

COACHES MUST DECLARE PRIOR TO THE GAME WHICH OF THESE TWO FORMATS IS BEING USED.

- a) Teams may field up to 10 defensive players.
- b) Teams may play with an **open** or **limited** roster.

- c) Coaches are to submit their batting order prior to the game to the opposing team's coach **[merely submit the player numbers]**.
- d) **Open roster** example: 10, 23, 15, ..., 34 – all players listed.
- e) **Limited roster** example: 10, 23, 15, ..., 34 subs: 12, 19 – which indicates that 2 players are not in the active line-up but may be put into the game by taking another player's spot in the active line-up.

- f) The **open roster** means that all players are in the line-up and will all take a turn at bat.
- g) Players can be freely moved in and out of defensive positions.
- h) The batting order will stay the same throughout the game.
- i) You cannot drop players out of the original batting order unless said player is being replaced by another player, who was not previously in the game. **[If you start with 14 in your batting order, you need to continue throughout the game with 14. If unable to replace a player – an out will be registered in place of that player's turn to bat.]**

- j) A **limited roster** is the traditional direct substitution format. A set number of players are in the batting order and are the only players that can play defensively. A player not in the active line-up [batting order] can be placed in the line-up in place for another player **[substitution]**. The player that is replaced is removed from the batting order and cannot take a defensive position.

***NOTE:** Players that are playing defensive positions must be in the batting order. You cannot have a player who only plays defensively while another player bats for that player.

2.3 Positions

- a) **Pitch** to your own team. 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 also out.

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

- c) **Batter** must use a full swing, or a strike will be called. Players **MAY NOT** bunt the ball.
***Effect:** batter will be called out and runners to return to base occupied at time of pitch.

***NOTE:** a batted ball does not have to travel a minimum distance to be considered in play.

- d) **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).
- e) **Base-runners** may leave base only after the ball has been struck by the bat of the batter. There is no anticipation step. If the runner comes off the base prior to the ball being struck, the runner is to be declared out.
- f) **Base-runners** may slide into second or third base **but not** at first base or home. Players that are going to slide, must do so in long pants **not** in shorts and should have experience with sliding techniques.

***NOTE:** Time should be spent in practice sessions with players to develop the correct footwork around the base to minimize players blocking bases unnecessarily.

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 on third base line that will be set at **25 feet** from home plate for all divisions. Once the runner has crossed this line, the runner cannot retreat back to third base.
- b) 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 3rd base to retouch the base.
- c) 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.

- d) 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.

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) Ball hit, may leave the base. Base-runners may leave their base only after the ball has been struck by the bat of the batter. There is NO anticipation step. If the runner comes off the base prior to the ball being struck, the runner is to be declared out.

2.9 Calls: Out of Play

- a) Balls blocked or thrown out of play will result in the umpire awarding one base to each runner [our rule]. Balls caught in play and then carried out of play will result in a dead ball and base-runners being awarded one base. [standard rule]

NO INFIELD FLY WILL BE CALLED

***NOTE:** there tends to be too much confusion over this rule, so runners will have to watch if the ball is caught or not – and the defensive team will have to make catches to earn an out. This means that at no time will the umpire declare a batter out on a fly ball UNLESS THE BALL IS CAUGHT.

3. PLAYOFF QUALIFIERS

- 3 points for a win; 1 point for a tie
 - We do not keep track of the final scores!
- * Should a team demonstrate superior play it is not necessary to convey that information on the scoreboard**

- a) Tie breaking procedure for playoff seeding: HEAD TO HEAD WON/LOSS RECORD HEAD TO HEAD against next seeded team [**continue down rankings until tie is broken.**]
- b) If a tie needs to be broken and a team will be eliminated from playoff play, then go to 5 player inning for each team with a runner starting on second base.

***NOTE:** each team will only get 5 players to bat. If score is tied, go to runner left on base

Example: score is tied 1-1 but team A left runners at 2nd and 3rd and team B left runners on 1st and 3rd – team A would win.

- c) THREE WAY TIE: Head to Head against next seeded team until down to 2 teams tied. Then start with Head to Head won/loss record.

4. PLAYOFFS

If there is a tie at the end of regulation, the following will be used to break the tie:

- a) Games that end in a tie and require extra innings (more than 5) will start with a runner [batter listed prior to the batter starting the extra inning] at second base. Each team will have their regular turn at bat.
- b) If time is becoming an issue it may be necessary to start the inning with one out so that the teams will technically play two outs instead of three.

COMMITMENT

- Teams are expected to remain on site for all scheduled matches.
- Each Coach is asked to bring his/her own First Aid Kit.

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.