

2016-17 H.W.M.S.A.A. 3-PITCH TOURNAMENT PLAYING REGULATIONS

1. **Tournament format** – A Quad/Division format based on school population, location and age/gender has been used for 3 Pitch. The structure and schedule for each Quad is based on the number of entries. When the number of teams in a district is insufficient to formulate a schedule, some quads will be combined with other quads to complete a schedule. All tournaments will have 2 Quads, which means the top team from each Quad will advance to play in the Championship. In all cases, the tournament concludes with a champion being declared.
2. **Convening Schools** – for each division, a convening school has been named. The role of the convening school is as follows:
 - Collect game scores and maintain standings so as to determine which team will advance to the Quad Championship.
 - **Stress to schools that it is their responsibility to find you and report their score.**
 - Where there is a question as to how an H.W.D.S.B. rule applies to a situation, provide the umpire with a copy of the rules and assist him/her in making a decision. In all cases, league rules apply first, softball rules next. If further information is required, call **905 537-8723** during the tournament.
 - Arrangement for the winning school to contact the Athletics Office (905-521-2521) to report the score of the final and indicate the school where the awards should be sent.
3. **Game Scores** - it is the responsibility of the winning team to report the score of the game to the Convening School. **It is not the responsibility of the Convening School to chase down unreported scores.** PLEASE MAKE THE CONVENOR'S JOB MANAGEABLE - report your score!

Standings - teams will be awarded 2 points for a win and 1 point for a tie

4. **Tie Breaking Procedure**
To help with the tie-breaking procedures the home team must bat in the bottom of the last inning even if they are winning

Teams tied in standing at the conclusion of the schedule will be placed using the following methods:

1. higher standing to the team that defeated the other(s) during tournament play
2. if teams are still tied, total runs against in the games between the tied teams
3. total runs against in tournament play

5. **General Organization**

- a) an umpire will be provided for each game. Any issues that arise before or during a game will be resolved by the umpire. H.W.M.S.A.A. rules shall apply

first, softball rules next. The umpire will consult with the convening school if necessary. The decision of the umpire is final.

- b) umpires will review ground rules with captains and coaches before the game begins and note the start time of the game.
- c) each team shall supply the umpire with a game ball (official ball: Worth 11 inch "Green Dot" Optic – yellow synthetic cover, available through T.Litzens #BA1014 H) prior to the start of the game
- d) the second team listed on the schedule is the "Home" team (e.g.: A vs. B – team B is the home team).
- e) the designated home team for the first game on each diamond is responsible for setting up the diamond. Once set, the bases are to be left on the diamond until the team that set up leaves for the day, at which point the home team in any subsequent games played on the diamond will be responsible for set-up.
- f) bases shall be 18.5 metres (60 feet) apart, and the pitching distance shall be 12.3 metres (40 feet) for boys and 10.5 (35 feet) metres for girls, measured from the back of home plate. The commit line between 3rd and home shall be 4.5 metres (15 feet) from the safe line (extending from home plate).
- g) the number of innings/game will be determined by the number of teams participating and the length of the schedule and will be specified on the tournament schedule. Published start times are to be followed as closely as possible, however there will be a degree of flexibility to facilitate the necessary travel between diamonds at host sites. The umpire presiding over a game that is late starting shall settle any disputes that may arise.

6. General Rules

- a) each team is permitted to list a maximum of twelve players on the score sheet. Nine players may be used defensively - 5 infielders (catcher, 1st base, 2nd base, 3rd base and shortstop) and 4 outfielders. All listed players must retain their position in the batting order whether or not they play a defensive position during a given inning. It is expected that all twelve players will play defensively during the course of the game.
- b) Defense – Infielders must start at or behind the baseline at the time of the pitch and can move in after the ball has left the pitcher's hand. The 4 outfielders must start at least 10' behind baseline and can only move after the ball has left the pitcher's hand.
- c) Removal of Players – if a player is removed from the line-up for any reason, they will be ineligible to return to that game once they have officially missed an at-bat. All players will move up in the batting order and no out will be recorded based on a player being removed from the line-up
- d) the umpire will call "time" and stop play once the defensive team returns the ball to the infield and all play has stopped.
- e) there is a mercy rule in effect whereby a team can score a maximum of 7 runs per inning. This rule shall apply in all but the last inning, when the number of runs that can be scored by either team shall be unlimited.

7. Pitchers

- a) the team at bat must provide their own pitcher.
- b) the pitcher must wear a batting helmet with chinstrap
- c) the batting team may change or rotate pitchers, but not during the count against a batter. It is expected that changes be kept to a minimum.

- d) the pitcher must start delivery with a portion of both feet touching the pitcher's board (or line).
- e) if the pitcher touches or pretends to field a fair ball or intentionally interferes with a player attempting to make a defensive play, the closest runner to home plate is automatically out.
- f) a fair ball that hits the pitcher on the first or second pitch will be declared a dead ball, a strike charged to the batter and base runners returned to their bases. On 3rd pitch, the ball will be declared dead, the batter called out and base runners returned to their bases. It is expected that pitchers will do their best to avoid making contact with a hit ball.

8. Batters

- a) all batters must wear a batting helmet with chinstrap
- b) every batter can receive a maximum of three (3) pitches. All foul balls, wild pitches, strikes and balls count as one of the three pitches.
- c) the batter must keep both feet within the batter's box when he/she hits the ball (fair or foul), or will be called out.
- d) batters may not bunt, attempt to bunt or fake a bunt. Contact made with the ball on a bunt or during a "chopping down" motion will result in the batter being called out.
- e) A batted ball must be fair and hit beyond a 35' arc (measured from home plate) to be considered a hit. If the batter does not hit the ball beyond the arc on either of the first two pitches the ball will be considered dead and no runners may advance. If the batter does not hit the ball beyond the arc on the third pitch, the batter shall be considered up and no runners may advance.
- f) If a bat is thrown, in the direction where safety of the players, umpires, coaches or spectators could have been at risk. The batter is out. If thrown bats become a problem during the game, umpires should advise the coaches that any future bats will result in players being removed from the game.

9. Base runners

- a) all base runners must wear a batting helmet with chinstrap
- b) the runner (batter) is to use only the orange portion of the first base bag, while the fielder is to use only the white section when a play is being made at first.
- c) sliding is not permitted. The runner will be out if this occurs.
- d) leading-off a base is not permitted. The runner will be out if this occurs.
- g) base stealing is not permitted. If a batter does not make contact with the ball and the base runner does not remain in contact with the base, the base runner will be out.
- h) a base runner must avoid a fielder in the act of fielding a batted ball. Interference with a fielder will result in the runner being called out.
- i) Courtesy runners will not be permitted.
- j) a batted ball coming in contact with a runner will result in the runner being called out.
- k) a player passing the commit line advancing from third to home, must continue towards home plate. Retreating to 3rd is an automatic out.
- l) a force play at home requires the catcher to have the ball in his/her glove while touching home plate before the runner crosses the safe line at home. A runner that beats a throw to the plate (crosses the safe line before the catcher receives the ball) will be declared safe. Please note that the runner MUST NOT touch the plate and the catcher MUST NOT tag the runner.

10. Equipment

- a) each participating school is expected to arrive at the tournament site with the following equipment:
 1. one set of bases with spikes (1 safety base and 2 regular bases)
 2. hammer, measuring tape
 3. bats and game balls
 4. batting helmet with chinstraps for the pitcher, batter and base runners
 5. shin protectors, chest protector and a mask with a throat protector for the back catcher
- b) Game ball – a regulation 11” softball (Worth 11 inch “Green Dot” Optic – yellow synthetic cover, available through T.Litzens #BA1014 H) will be used for all tournament games – **NOT AN ICREDIBALL OR A VERSION THEREOF.**
- c) bats must comply with the Slo-Pitch Ontario Association (SPO) rules; Amateur Softball Association bat policy ASA 2004.
- c) trapper gloves may be used only at first and or home.
- d) no spiked footwear is permitted.
- e) schools are reminded that tournament play must conform with the Ontario Physical Education Safety Guidelines (OPHEA). It is recommended that all schools review the guidelines prior to participation.
- f) teams are prohibited from providing shared containers for fluid replacement to participants in H.W.M.S.A.A. sanctioned activities. This restriction is in accordance with provincial safety guidelines, which require schools to inform participants that they should provide their own containers and not share them with other participants.

11. Integrity and Ethics

- i) Our athletic environment, while competitive, must also be safe, positive and conducive to the development of self-esteem and sportsmanship. While officials are responsible for enforcing the rules of the game, it is the responsibility of **COACHES** to control the athletic environment.
- ii) If an athletic environment becomes detrimental, the coaches shall, as soon as possible, mutually attempt to implement adjustments that would support the development of self-esteem. Some suggestions include:
 - a) make appropriate substitution as early as possible.
 - b) make appropriate time adjustments (e.g. running time, shortened time, elimination of injury time)
 - c) make strategy adjustments (e.g. no pressure defense, concentration on possession rather than scoring)
 - d) cancel the remainder of the game with the score at the time of cancellation being the final score

Locations – games will be played at **Turner Park** (Highway 53 and Upper Wellington in Hamilton), **Eastdale Park** (behind the school, off Barton Street on Eastdale Avenue 1 block east of Grays Road.), **Memorial (Waterdown) Park** (Centre St., Waterdown), **Mohawk Sports Park**, (Mountain Brow Blvd. Near Mohawk 4 Pad), **Globe Park** (Brampton Ave, East of Woodward, (under large globe)), **Hillcrest School** (behind school, Melvin Ave, near Woodward), **Ancaster Rotary Park** (behind Morgan Firestone

Arena) **Gilkson** (R.A. Riddell) These parks were chosen because of the quality of the facility and the number of diamonds that are available.