

3-Pitch Softball Rules

1. Each game is scheduled for 40 minutes with a 20-minute field transition & warmup period prior to game start.
2. All games are to begin at the scheduled start time. If a team does not have the required numbers of players within 15 minutes of the scheduled start time, it forfeits the game. A forfeited game will result in a win for the team in attendance.
3. If a game starts late, it must still end within the designated time frame to ensure the next game can start on time.
4. The choice of first or last bat in the inning shall be decided by a coin toss prior to the game.
5. Games consist of up to 7 innings. No new innings to begin after the 30-minute mark. If the home team is ahead and last to bat, the game ends immediately. Umpires will enforce timing.
6. Games will be played in three-pitch.
 - Pitcher to be supplied by the batting team.
 - Each batter will have three chances to hit the ball.
 - Maximum number of runs per inning is five.
 - If a batted ball hits the pitcher, it will be called a strike. If a batted ball hits the pitcher on the third pitch, the batter will be called out.
 - Innings will end after three outs or when the maximum runs per inning (five) have been scored. The final inning will have no run maximum.
7. Number of players: Each team must have a minimum of ten players, no maximum.
 - Everyone on the roster must bat.
 - Ten players on the field at all times, not including the pitcher. A player on each base, catcher, short stop, rover and four outfielders.
 - A minimum of two women must be on the field at all times.
8. Game sheets: A game sheet will be provided to each team in its tournament package. The roster and scores should be tracked and submitted to the tournament organizer at the end of each game.
9. 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.
10. Home run rule: only 1 “out of park” home run is allowed per inning. Additional home runs will result in an out.
11. 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 complete.
12. A foul ball hit with two strikes shall be called strike three and result in an out.
13. Any foul tip caught shall result in the batter being out (no height restriction in effect).

14. Outfielders may not enter the infield until the batter makes contact with the ball.
15. No base stealing. No leading on bases before the batter makes contact with the ball.
16. Bunting is not permitted. No “squaring up” for a bunt or otherwise intentionally deadening the ball. Result will be an out.
17. No sliding or contact at any base.
18. In order to avoid collisions at home plate, runners are not required to touch home plate. A runner need only cross the scoring line.
19. Commitment line: a commitment line is located approximately 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, the runner will be called out. The defensive team may not tag a runner between this line and home plate.
20. Injured players may use a courtesy runner.
21. 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 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 at their own discretion but must tag-up. Play will be live if runners tag and once the ball is caught or hits the ground.
22. 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. A runner can “tag-up” on every base.
23. 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:
 - Points (2 for a win; 1 for a tie)
 - Head-to-head
 - Run differential
 - Runs against (lowest is best)
 - Runs scored (highest is best)
 - Coin flip
24. Games continue in rain but stop immediately in the event of thunder or lightning. If halted, results revert to the last full inning. If no resolution, a coin toss decides the game winner.
25. All teams are required to provide the following items for their team.
 - Glove for each player
 - Bats
 - Balls for warm up
 - Catcher and pitcher masks recommended
 - Helmets optional
 - No metal cleats