

2020

Township of
North Kawartha

Department of
Parks and Recreation

NORTH KAWARTHA ADULT THREE PITCH RULES & REGULATIONS

March 11, 2020

Game Rules

Location

1. All game locations are played according to the schedule set out by the Township of North Kawartha.
2. Washrooms are available at the North Kawartha Community Centre, behind the bank (until 7 pm) and at the Lion's park for games in Apsley.
3. Washrooms are available at the Wilson Park Community Centre for games in Woodview.

Time

1. All games will be 9 innings.
2. All games begin at 6:30 pm. Games must begin on time. Players should arrive 10 minutes early before their scheduled game. There will be a 5 minute grace period for a team to get the required number of players present.

Game Sheets

1. Game sheets are to be submitted to the North Kawartha Community Centre or Wilson Park Community Centre following each game. It is imperative that both game sheets be handed in in order to abide by the rules for playoffs.
2. Game Scores and Standings will be posted on the North Kawartha website at www.northkawartha.ca.

Game Cancellations

1. All games will be cancelled in the event of Thunder or Lightning. Team Captains are responsible for calling players. Games will be considered completed if 4 innings were completed prior to calling the game for whatever reason.
2. Cancelled games will be made up with date and time negotiated by both teams and Jim Elder.

Umpires

1. For regular season games, each team has the opportunity to provide an umpire for their games.
2. The team up to bat will provide an umpire for their turn in each inning.
3. If a team cannot provide an umpire, they will abide by the other team's umpire's rulings.
4. Umpires will only discuss with team captains. Captain must be a player on the active roster and of good standing with the Umpires. The supervisor can appoint a NEW captain if there have been previous problems with a captain/player.

Mercy Rule

1. There will be a 10 run and 15 run mercy rule in place. The mercy rule is as follows:
 - a. The 10 run mercy rule will apply after 5 innings or 4 ½ if the home team is ahead 10 runs.
 - b. The 15 run mercy rule will apply after 4 innings or 3 ½ if the home team is ahead 15 runs.

Equipment

1. **Players assume all risk and liability.**
2. All metal spikes or rubber cleats with metal tips are prohibited from use in intramural activities.
3. Only official softball bats are allowed. No baseball bats. Bats must also be free of dents.
4. Long pants are recommended.
5. Helmets are strongly recommended for batters and base runners.
6. Baseball Glove and Running Shoes are a must.
7. Home teams are responsible to ensure bases are present and set up by game time. If a team does not have access to bases, they are to contact Jim Elder for Apsley and/or Wilson Park games at 705-656-4445 ext 251, at least 72 hours prior to game day.

8. A Safety First Base Bag will be used.
9. All teams will be provided with 4 Softballs at the beginning of the season.

Miscellaneous

1. Coaches, players and spectators must remain a minimum of 10 feet from baseline and no one behind the backstop.
2. Official A.S.A. slow-pitch softball rules will prevail in all cases not covered previously, as long as they fall within the spirit of Intramurals.
3. If a team wishes to practice at any diamonds, they must first book the field they wish to use at least 2 business days in advance to ensure field is free for use and no conflict will arise with other field users. To book a field, contact one of the following people:
 - a. Wilson Park – Jim Elder 705-656-4445 Ext. 251
 - b. Lion's Park – Charlie Nesbitt 705-656-4311
4. **No drinking alcohol during games.**

Team Rules

Eligibility

1. A team consists of a minimum of 3 women and no less than 7 players, all of whom are 16 years or older.
2. **However**, any players ages 16 and 17 must have an adult equivalent; as such 50% of your team must be aged 18 and up.
3. Any players under 18 must have individual registration forms signed by parents as well as listed on the Team Roster Registration Form.
4. Players must play a minimum of 5 games to be eligible for year end playoffs.

Roster

1. Initial Roster list must be submitted prior to first game.
2. Final Rosters containing the full names, phone numbers and signatures of **all** players must be submitted prior to the third game.
3. All players must be registered and registration form submitted to Jim Elder.
4. Team Rosters will be posted on the website (www.northkawartha.ca).
5. Teams playing with unregistered players will result in a forfeit and 2nd infraction may result in overall team suspension.

Registration Fee

1. Each team must pay 100% of Team Fee on first game night.

Home Team

1. Schedule dictates which team is home team.
2. Home team is responsible to set up bases.
 - a. Bases are stored at the NKCC for Lion's Park, and in the back hallway at Wilson Park.
3. Home team is responsible to put away bases.
4. Home team is responsible to lock the back door for the washrooms at Wilson Park with the Allen key provided.

Rules of Play

Batting

1. Team at bat will furnish a pitcher. Only 3 pitches are permitted to hit a fair ball or batter is out.
2. If a batted ball hits the pitcher – batter is out, ball is dead, runners return to their original bases.
3. A foul on the 3rd pitch means batter is out.
4. Batting order must remain consistent.
5. Batting order must alternate at the beginning of the list between males and females until females run out. **Proposed change: females will then continue in a rotation to keep batting order as male/female.**
6. No designated hitters or runners.
7. Teams will have a maximum of 10 batters per inning. Teams are also responsible for announcing their last batter. **Proposed change: last inning will have unlimited batters until 3 outs are reached.**
8. If the ball is batted and hits anywhere on the cage, ball is dead. Play counts as one strike.
9. Home Run Rule: only one out of the park home run will be allowed per inning. Any more hits out of the park will be outs.

Running

1. If fly ball is caught, runners must tag up with base they were just on, then may proceed to next base at own risk.
2. Once a player crosses the hash mark line, he/she must go to home plate. If they return to third it is an automatic out.
3. Responsibility of base runner to avoid contact with any fielder.

Defensive Positioning

1. Whether playing with 8, 9 or 10, there are no restrictions on infield/outfield positions. The game may not be delayed for excessive switches. Since the pitcher is a member of the batting team, an extra defensive player is available and can be placed anywhere on the field.
2. At least three (3) women must be on the field during each inning, one in the infield, one in the outfield, last woman can play either infield or outfield.

Pitching Rule

1. **Pitchers will be members of the batting team** and catchers will be members of the fielding team. Pitchers don't have to be listed as one of the batters in the line-up, so there can be a designated pitcher who never bats.
2. A pitcher beginning the game gets five (5) warm-up pitches. A pitcher beginning innings 2-7 gets one (1) warm up pitch. Mid-inning replacement pitchers get no warm-ups. Pitchers may only be changed for new batters.
3. **No strike outs or walks. Batter must hit the ball fair in three pitches or the batter will be out.**
4. Pitcher shall wait until fielding team is ready before delivering the pitch.
5. If a pitcher purposely interferes with a batted ball the batting team will be given an out.

No Pitch

1. No pitch shall be declared when the pitcher pitches during a suspension of play, or when the pitcher attempts a quick return of the ball before the defence is ready. Ball is dead and all play is suspended.
2. A batter cannot hit a ball that bounces off the ground/plate etc.

Illegal Pitches

1. An illegal pitch counts as one of the 3 allowed.
2. An illegal pitch becomes a dead ball immediately. No runner or runners can advance. Illegal pitch constitutes non-compliance pitching rule above.

Foul Hit Ball

1. Foul tip balls caught by the catcher will only count as an out if the batted ball was higher than the batter's head and within the field of play (or on the third pitch).

When Batter is Out

1. If the official batting order is not followed.
2. If the batter attempts to hinder the catcher from fielding or throwing the ball.
3. Infield fly rule: if there are runners on 1st and 2nd base or the bases are loaded and there are zero or one out; the batter hits a fly ball that can be easily fielded by an infielder regardless if the fielder catches the ball or lets it drop, the batter is out and the runners can advance at their own risk once the ball has been touched.
4. **If the batter bunts the ball.** Ball must go past the pitcher.
5. If the batter hits the ball fair or foul while entire foot is outside the box or touches the plate.
6. Throwing the bat 1st time, warning; 2nd time, out and ejected from the game.
7. Hits the ball and it hits the "offensive" pitcher, or if the pitcher interferes with the defence while trying to make a play.

When Base Runners are Out

1. If the runner interferes with the play being made at a base.
2. If the runner fails to avoid a fielder attempting to field a batted ball.
3. If the runner leaves the base before the batter contacts the ball. No base stealing allowed. No leading off.
4. If the runner is hit by a batted ball when they are off the base, in fair territory, they are out, the ball is dead and the batter is awarded 1st base. If they are hit while on the bag, they are safe (if unintentional), a dead ball is declared and the batter is awarded first base.
5. In force play, if runner overruns 2nd or 3rd base, and proceeds to turn back, fielder must tag runner for the out.
6. If the runner passes a preceding base runner before such runner has been legally put out, the passer is out and the ball is still in play.
7. If the runner deliberately slides or dives into any base, they are automatically declared out. If the runner deliberately slides or dives into any base with intent to cause injury to the fielder, they are automatically declared out and ejected from the game.
8. If the runner touches home plate when coming in, runner will be out and run will not count. Runners are to run behind the plate.
9. Only force plays at home.
10. Runs count on 3rd out only if the out is not a result of forced play and run is scored prior to out. If 3rd out is a result of forced play, any runs will not count, even if run is completed prior to out.

Overthrow

1. One base shall be awarded for an overthrow that goes out of play. This shall be determined from when the player (thrower) releases the ball. **It shall be one base from point of release.** If overthrown into an “in-play” area, runners advance at their own risk.
2. Ball is considered dead if overthrown into out-of-play area.