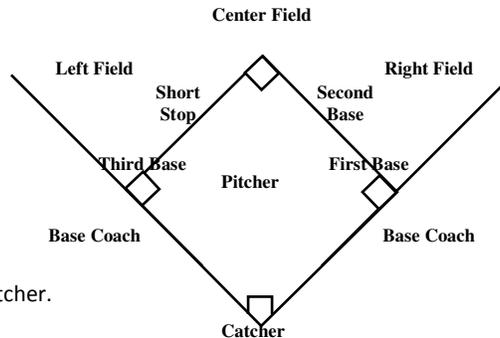


Amelia Earhart Physical Education
Three-Pitch Softball Rules

1. **Positions/Participation/Field Diagram:** It is the captain's responsibility to make sure all positions are covered and players are spread out.
 - a. No one sits out.
 - b. No small groups/pairs of fielders standing around talking.
 - c. Make sure you can identify the following positions on the softball diamond: pitcher, catcher, 1st base, 2nd base, shortstop, 3rd base, left field, center field, right field, and base coaches.



2. **Pitching:** Slow-pitch, underhand, team supplies its own pitcher.
 - a. 3 pitches only, good, bad or ugly
 - b. If the ball hits the batter the batter is out.
 - c. If the pitcher interferes with the play or is hit by the ball, the batter is out
 - d. Must pitch underhand.
3. **Batting:** Follow the same batting order throughout the whole game (boy, girl, boy, girl). Everyone on the team must bat for themselves, no substitutions. Penalty for incorrect batting order is an out.
 - a. All batters must remain in the dug out or behind the fence until it's your turn to bat, otherwise you can be called **out**. There is no on-deck batter.
 - b. Batters with untucked shirts or sagging shorts will be called out.
 - c. There is no bunting; batter **must** take a full swing; the ball **DOES NOT** have to pass the pitcher.
 - d. Batter is out, if a fly ball is caught.
 - e. If a foul tip is caught, the batter is out.
 - f. If 3 pitches are pitched without a fair hit, the batter is out.
 - g. If the batter throws or runs with the bat, he/she is out.
 - h. Players must remain behind the backstop until the preceding play has ended and their pitcher has the ball. Any interference at home plate will result in the baserunner being called out.
4. **Base running:**
 - a. You can only overrun 1st base.
 - b. NO STEALING or LEADING OFF. Runners may advance when the ball leaves the pitcher's hand.
 - c. Runners who lead off or are not on the bag before the ball is pitched will be called out.
 - d. The base runner is out if they are tagged with the ball before reaching the base.
 - e. The runner is out if the ball reaches the base before the runner, on a force play.
 - f. If the runner does not tag-up on a caught fly ball, the runner is out.
 - g. If the runner interferes with the fielding of the ball, or a fielder, the runner is out.
 - h. The runner must touch all bases in order and may not pass another base runner.
 - i. The runner must stay within 3 feet of the base line.
 - j. NO SLIDING; if you slide into a base, you're out.
 - k. If a batted ball hits a base runner before a fielder contacts it, the runner is out.
 - l. Base runners may advance one base on an overthrow.
 - m. Fielders MAY NOT stand in the baseline except to field balls. If there is any interference, the base runner is safe.
 - n. Base players may not stand directly on or block the base.
 - o. After a fielder catches a ball or tags a runner, the ball must not be dropped or juggled to count as an out.
5. **Umpires:** It is an automatic out if the ball is pitched and the batting team has not supplied umpires (base coaches) at 1st and 3rd.
6. **Mercy Rule:** If one team scores 7 runs in one inning then the next team is allowed up to bat.
7. **Other Rules:**
 - a. Three outs per inning.
 - b. Captains keep score. If a captain is absent a new captain will be assigned.