June, 2025

Official Senior Softball – USA Rulebook - Official ISA Senior Rulebook will govern play except as noted:

3 Score Softball Club Rules of Play (AMENDED April 15, 2026)

ADMINISTRATIVE RULES: (Member(s) and Player(s) are used interchangeably throughout)

Uniforms: All 3 Score members must be dressed in authorized uniforms to participate in games on **Monday and Wednesday**. All uniforms must be purchased from the 3 Score Uniform Manager. The authorized uniform will include: 1-Green Shirt and 1-Grey Shirt displaying the approved 3 Score logo, Black Pants (Long or Short) with Vertical 2" White Stripe bordered on both sides by Green or 3 Score approved logo, and 1-Green Hat with the 3 Score approved logo. All lettering on shirts will display 1st Name over the left front and member's last name on the back 2'' high. Cost of lettering will be the responsibility of the member and performed by an authorized vendor approved by the uniform Manager. During Winter or Cold weather; game uniform shirts, pants, and hat must be worn over any other apparel. Metal Spikes are NOT allowed.

For play on **Casual Friday**, members will wear either approved or a casual alternate uniform but must be appropriate softball attire.

Wide Brim hats may be worn without seeking an exemption.

Uniform Code: Team Captains will ensure that all players are in Proper Uniform (hat, shirts, and pants) prior to taking the field. Should a player be out of uniform, he will be given a courtesy exemption for that game. However, should he fail to have the proper uniform after the warning, he will not be able to play the following games. This will occur for each duration until New Teams are drafted. The only exception will be for NEW players or Players that have not received their uniforms. In addition, the board discussed violations of the uniform rule.

Because of availability of sizes, alterations, weather, and cost, the board would allow reasonable flexibility in material, names, and National League needs to have 3 different colors. However, the color of such changes would need to maintain the uniform rule i.e., Black Pants with green & white striping or 3 Score approved logo, Green, Grey & White Shirts, Green Hat, and Last Name on back of shirt.

Players failing to be dressed in authorized uniforms will receive a 1st warning only. After that, members will not be allowed to play until appropriately attired.

Every Effort will be made to assign members to a designated team by a draft system. Team drafts are at the discretion of the League President. All members will be assigned to a team unless circumstances necessitate being declared a floater. Members assigned to a team are required to play with their assigned team at the position designated by the Team Captain during Monday, Wednesday, and Friday games. Members are required to notify their Team Captain if they will be absent for play, or they may be reassigned.

Members are required to check in by 8:30 AM. Members not checking in by 8:30 are to notify their Team Captains on their status to play. A Team Coordinator will be responsible for checking in members. Any player not checked in or accounted for by 8:45 AM may be reassigned from their assigned team or forfeit their right to play on that day (assuming all rosters are filled).

In the event that assigned teams are short of players, a Team Coordinator will assign Floaters (members and guests not assigned to a team) then pull players from other Teams as required, providing competitive games.

No change in the rule of the number of players for an official game as it pertains to floaters and/or the assignment of floaters.

There will be a Team Captain Coordinator responsible for informing Team Captains of rules, game situations, and other information for communicating to team players.

Ground Crews will have priority on all fields prior to players entering the fields for warm up and batting practice.

Batting Practice is permitted when time is available. Each member will be permitted **5** hittable balls and all members are required to participate in shagging and retrieving balls hit during batting practice. On days of General Membership Meetings, batting practice will be eliminated.

Team Captains shall list team lineups. 12 players are the maximum number of players on the field. Team Captains will ensure that ALL players assigned to their team will play defense a minimum of 3 innings. Team members will be required to Bat and Play according to positions assigned by Team Captains.

Equipment consisting of Balls, Pitching Net, Umpires Vests, Scoreboard, Home Plate (if used), and Strike Board will be furnished by the Club. The Team designated as Home Team for that field will be responsible for gathering & setting up equipment prior to start of game. The losing team is responsible for returning equipment to its designated place. New Balls will be provided for each Team's games on Monday & Wednesday by the Club. The newest dated balls are to be used as back up balls for pitchers. A scoring line or Safety Home Plate (if used) will be placed 10 feet from the strike plate and in line with 1st base foul line. ALL BATS, GLOVES, AND BALLS WILL BE PLACED IN THE DUGOUT DURING EACH GAME.

The batting team shall furnish both a Home Plate Umpire and a Field Umpire. Umpires are required to wear an Orange Vest. Umpires are encouraged to raise their arms to indicate both balls and strikes. Each Batter will start with a 1-Ball 1-Strike Count. 1st Base Umpires will position themselves along the First Base line when No One is on 1st Base. Should a runner occupy 1st Base, then the 1st Base Umpire will position himself somewhere behind the 2nd Baseman on the fringe of the outfield.

Umpires are volunteers and players should not try to influence umpires with gestures, or audible calls. Yelling and Foul language directed at Umpires will lead to possible rejection and suspension by the Ethics Board. Team Captains will have discretion on dealing with players before referring a player to the Ethics Board.

Yelling or Foul Language directed at another player on or off the field will not be tolerated. Consistent violation of this rule will lead to suspension or rejection of any member.

Any non-conformance of the above rules should be reported to the Ethics Committee in writing and witnessed noted.

COMPETITIVE RULES:

A maximum of 5 Runs may be scored by the Batting Team during the 1st- 8th innings of the game. Any Team behind the leading team by more than 5 Runs has the opportunity to score More than the maximum 5 runs in the 1st-8th innings, but only enough runs to tie the score. The 9th inning is considered an Open Inning and there is NO limit on the amount of runs that can be scored. If after 9 Innings the game is tied, 1 additional inning shall be played (depending on time constraints). No runner should be placed at second base in tenth inning. Each team will be limited to a maximum of 5 Runs in this extra inning. After 10 innings the game is over regardless of Score.

When the Visiting Team is ahead by 12 or more runs at the end of the 8th inning, the Home Team will remain AT BAT to start a new (9th) inning (**Home Team Flip**). If the Home Team should tie the score of go ahead, the Visiting Team will then have another AT BAT to complete the inning.

A Batting or Strike board depicting Home Plate shall be placed over the actual Home Plate. Any Pitch having an arc of 6 to 12 feet striking this Board on the fly will be considered a Strike. Any other pitch will be called a Ball. Umpires will use their discretion in calling any pitch illegal if it does not maintain a 6 to 12 foot arc. **Any foul tip** caught by the catcher will be called an Out. A Foul Ball hit after Two (2) strikes will be called an Out.

A scoring line will be placed 10 feet from the Strike Board and in line with the 1st base foul line.

The "pitching screen" must be placed in front of the pitching rubber no more than 4ft. in front of the rubber and must cover a minimum of one half of the pitching

rubber. Once the screen is in place, it may not be moved in that half inning unless a new pitcher comes in or the screen is moved by a batted ball. The pitcher may release the ball from either side of the screen but must have at least one foot in contact with the rubber itself. Before releasing the ball, and in contact with the rubber, the pitcher must pause at least one second before he may release the ball, or it is an illegal pitch. If the batter hits the screen with a batted ball, and there are less than 2 strikes, it becomes a dead ball immediately, and runners, if any, return to their bases. If there are 2 strikes on the batter and he hits the screen with a batted ball, he is out, and the runners return to their bases. After the pitcher releases the ball, he must immediately move behind the screen. He may field the ball as soon as the ball is hit. If the umpire rules that the pitcher did not get behind the screen, the pitcher will receive a warning. If it happens a second time, the pitcher is removed as pitcher and cannot return in that position for the remainder of the game. He may play any other position. If a ball is released by the pitcher, and he is ruled not behind the screen, and the batted ball is caught by the pitcher, the umpire will rule the play dead, the batter will be awarded first base, and any forced runners will move up one base. Any live ball thrown from any fielder that hits either side of the screen will remain in play. In any 'one pitch' game, the first batted ball that hits the screen shall be an out When using the pitching screen, the Pitcher is not required to wear a mask.

A Pitching Box will be drawn in the shape of a Rectangle, extending back 6 feet from the Pitching rubber and being the width of the Pitching Rubber. No running, walking, windmill, or jerky motions will be allowed.

A Safety Bag shall be placed adjacent and right of 1st Base. The Safety Bag is preferred to be a different color to differentiate between the two. On plays at First Base, the Batter (Runner) must run and touch the Safety Bag, while the fielder will tag the Original Base. The batter (Runner) can touch the Original Base only to avoid collision or when running to second when there is NO play at First Base. Once play at 1st is completed, the runner can occupy either base as a runner without penalty.

Any Batter/Runner obstructed by a fielder while rounding 1st base will not be called out at 2nd base.

A Safety Plate (if used) will be placed 10 feet from the original home plate directly in line with the 1st Base foul line and facing the same direction as Home Plate. This Safety Plate is for the Base Runner Only. Any Base Runner crossing between the Safety Plate (or the scoring line) and the Strike Board will be called Out. The fielder will make plays using the Strike Board. There will be No tag plays at Home Base.

A commitment line **30 ft.** from the scoring line or scoring plate will be used. Once a runner's foot touches the ground on or past this line, the runner is committed to advancing to the scoring line or scoring plate. Once committed, any defensive player, **other than the Catcher**, **may tag the runner** or throw to the Catcher on the strike plate. If the Catcher tags the runner, the runner will be declared safe and the play will continue to remain live. In the case where a ball is loose behind the plate area, **NO** player may tag the runner – the ball must go to the strike plate. Note: If the runner re-crosses the commitment line for any reason in an attempt to return to third base, he will be declared out and the ball remains live.

Sliding is allowed at any base, except Home Plate. When a Base Runner is forced out at the base he is attempting to reach, he must slide or veer off the base path to get out of the way of the throw. Breaking up a double play attempt is not allowed. Should a Base Runner interfere with completing a throw, interference will be called resulting in a Double Play. Both the Base Runner and the Batter will be called out.

Player collisions and injuries shall cause a game stoppage immediately, with Base Runners advancing only One Additional base for both Batter and Base Runner. Captains will report serious injuries immediately to a member of the Board.

Teams are limited to 12 defensive players on the field at one time. When a defensive team has 11 players, the offensive team will provide a **Catcher ONLY**. If the offensive team is required to provide two players, a **First Baseman** will be provided as the second player. If the offensive team is required to provide three players, a **Right Fielder** will be provided as the third player. There will be a limit

of 5 Outfielders, 5 Infielders, a Pitcher, and a Catcher. Should a team have more than the requisite number of players, all players will be included in the batting order.

Only six (6) defensive players may be positioned on the dirt part of the infield prior to the ball being pitched. Any player not designed as part of the infield must wait for the pitch to pass or be hit by the batter before touching the dirt part of the infield. If a pitch or play follows an infraction of this rule the offensive team will be offered the option of either: a) accepting the outcome of the pitch or play or, b) a "no pitch" being called.

Any foul tip caught by the catcher will be called an out.

An Infield Fly is a fair fly ball (not a line drive) that, in the judgment of the umpire, can be caught by an infielder, pitcher, or catcher with ordinary effort and when there are runners on first and second or first, second, and third and less than two outs.

Pinch hitters are Not allowed. Substitute players are Not allowed on the field unless approved by the opposing team captain to fill positions vacated by a player that needs to leave the game. A player leaving the game for any reason (other than injury) shall be declared OUT in subsequent at bats, unless both Team Captains agree to waive this provision. An injured player that cannot bat will Not be deemed an Out. However, an injured player that cannot bat CANNOT return to the field to play and will be considered OUT of the Game.

A batter who carries his bat all the way to 1st Base and touches the base with his bat in his possession will be called Out. Any player who purposely throws his bat at another player or against the fence will, at a minimum, receive a warning and subsequent action will result in a game suspension.

Notwithstanding the injured runner exception, Unlimited Pinch Running is allowed per Inning. After a player reaches a base safely, he can ask for a Pinch Runner. However, the team player chosen to Run as the Pinch Runner Cannot run consecutively in the same inning. After calling for a Pinch Runner, the 1st person

touching the base is considered the Pinch Runner. If that runner has run previously in the same inning, the runner will be called OUT.

A courtesy runner is allowed at any time during the current At – Bat. If a player used as a pinch Runner is on base when he is scheduled to bat, he will be declared OUT. If that is declared the 3rd out, that runner will be the lead batter the following inning. If Not the 3rd out, the base will be left vacant, and that runner will be allowed as the next batter.

No stealing bases are allowed. Base runners must have one foot on a base until the pitch has crossed the plate or been hit by the batter. Any Base Runner Not touching any part of the bag while advancing to subsequent bases will be declared Out if observed and called by the Umpire. There is No advancing of Base Runners on Overthrows from the Catcher to the Pitcher.

When playing on ECM 6 & 7 and the fields at the Ross Norton complex, a 2-home run maximum per team will be in effect. Any additional home runs will be called a ground rule double and all base runners will advance as prescribed by ground rule double rule. Comment: At the Ross Norton fields a ball in flight must clear the outfield fence netting to qualify as a home run.

When playing on Safety Harbor Field 1, a ball that hits the tree overhanging the left field fence and falls into the field of play will be played as a live ball.

Only Captains or Bench Coaches are allowed to discuss appeals or rules with the Umpire during the game.

The following bats are not allowed. Miken Ultra 1 and any bats made of titanium. The Penalty for using an illegal bat will be charged as an OUT. The rules Committee will have the ultimate authority on which bats are allowed for 3 Score play. If a bat is “new” on the market, and/or controversial, check with the Rules Committee before purchase.