



DEEP RUN VALLEY SPORTS ASSOCIATION 2011 Lady Lightning Softball

Jen Glendenning, Intramural Softball Commissioner
Gary Bauer, Player Agent
Will Rodzewich, Grounds & Equipment Manager

2011 – 12U BOLT DIVISION

USSSA Fastpitch Rules apply except:

1. 10 Players on field (4 outfielders must start on grass)
2. Continuous batting order
3. 10 Batter Rule
 - a. If 10th batter walks, all runners move up 2 bases.
 - b. If 10th batter is hit by pitch, unless she does not make an effort to move out of the way (at umpire's discretion), she must take 1st base and all others move up 2 bases.
4. "Mercy" Rule: 15 runs (3 innings), 10 runs (4 innings), 8 runs (5 innings). HOME team must have an at-bat if behind.
5. Games are 6 innings long.
6. No inning can start after 100 minutes.
No inning can start after 90 minutes if either team has a Doubleheader.
7. Pitcher can throw 3 innings per game and may reenter once at the pitching position. Pitching to 1 batter in an inning constitutes an inning.
8. Players must play a defensive position a minimum of 2 innings per game. (DOES NOT apply if game halted due to Mercy Rule).
9. Standings will be maintained.
10. No Dropped 3rd Strike
11. No stealing Home or running from 3rd to Home on a Passed Ball or Wild Pitch
12. Four base advances (2nd and 3rd base only) per inning of any combination of steals and/or passed balls.
 - If more than 1 runner advances on the play it counts as two.
 - If any segment of an advance puts the team over the inning limit the illegally advancing runner(s) must return to the base they occupied before the play began. If a throw is made on any illegally advancing runner, the play is considered dead and the illegally advancing runners must return to the base they started at. The legally advancing runners may advance ONLY to their originally occupied base plus 1 before the play began.
 - When an overthrow occurs on a legally advancing runner at it pertains to this rule, 12U Bolt or USSSA overthrow (when no Bolt rule exists) rules are in effect for in-play and out-of-play overthrows.
13. At least 8 players must be from team roster. The remaining portion (9 through XX) can be filled from players from 10U and they may be from an age-equivalent VIGS Select or Travel team (make-up Select or Travel players are not eligible to pitch). A forfeit will be declared if a team has less than 8 players available within a 15 minute grace period after schedule game start.
14. Free Substitution
15. There are no protests. The umpire's decision is final.
16. A pitcher hitting any 2 batters in an inning must be removed from pitching for that inning. If a pitcher hits 4 batters in total during a game, she must be removed from the game as a pitcher.
17. All batters/runners must wear an approved helmet at all times with a chin strap and face guard.
18. No throwing of bats is permitted. 1 warning will be issued; further infractions will result in ejection of the player.
19. ALL COMPOSITE BATS ARE BANNED FOR USE AT INTRAMURAL LEVEL.

Remember, Intramurals is for FUN and LEARNING.