



DEEP RUN VALLEY SPORTS ASSOCIATION LADY LIGHTNING SOFTBALL

Commissioner – Rob Martin - drvsafastpitch@comcast.net
Player Agent – Scott Campbell - Coachmeister@gmail.com
Intramural Commissioner – Jeff Koenig – 3koenigs@comcast.net
Equipment and Grounds – Chris Purcell - cpurcell@netcarrier.com

2006 RULES – THUNDER DIVISION

NSA Fastpitch Rules apply except:

1. 10 Players in field (4 outfielders, must start in grass)
2. Use a continuous Batting Order
3. 10 batter Rule. (If 10th batter walks all runners move up 2 bases) 10th batter hit by pitch must take first base and all runners move up 2 bases, unless batter does not make an effort to get out of the way of the ball at the umpires discretion.
4. Slaughter Rule: 15 runs 3 innings, 10 runs 4 innings, 8 runs 5 innings.
5. Games are 6 innings long
6. No inning can start after 90 minutes
7. Pitcher can throw four innings per game and can 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 games is halted from slaughter rule)
9. Standings will be maintained
10. No stealing
11. No Dropped 3rd strike
11. NO WALKS. At ball 4 the offensive team base coach immediately pitches to the batter with the count being reset to 0 balls. The strike count remains at the current level and the batter can strike out, but cannot be walked or take first base on being hit by coach by the coach/pitcher.
12. Any batter hit by a pitch must go to first base (except as indicated in #11).
13. At least 7 players must be from the team roster, the remaining portion (8 through XX) of the team can be filled with players from 8U. A forfeit will be declared if a team has less than 7 players available within a 15 minute grace period after the scheduled start time of the game.
14. Free Substitution.