

LVC SOFTBALL RULES

BATTING:

- EVERY PLAYER MUST BAT AT LEAST ONCE
- AFTER BATTER HAS 2 STRIKES, A FOUL BALL IS AN OUT
- IF A BALL HITS A TREE, LEAF, AND OR BRANCH, IT'S AN AUTOMATIC FOUL UNLESS THE BALL IS HIT FAIR OVER THE OUTFIELD FENCE
- ANY BALL HIT INTO THE TENNIS COURTS IS AN AUTOMATIC DOUBLE
- THE THIRD TIME THE SAME PLAYER HITS THE BALL INTO THE TENNIS COURTS, ITS AN AUTOMATIC SINGLE
- ONCE A TEAM HAS HIT 4 BALLS INTO THE TENNIS COURTS, A SINGLE WILL ONLY BE AWARDED GOING FORWARD
- ANY TIME A BATTER HITS A TREE, BRANCH, AND OR LEAF IN FOUL TERRITORY, PLAY IS DEAD, BATTER IS OUT IF HE HAS 2 STRIKES
- IF THE BATTER HITS THE BALL TO THE LEFT FIELD POWER LINES PAST THE WHITE PAINT ON THE ELECTRIC LINES, THE BALL IS IN PLAY WHEREVER IT LANDS.

IF THE BALL IS CAUGHT OFF THE POWER LINE, IT IS AN OUT, BALL IS LIVE

IF THE BALL GOES OVER THE FENCE OFF THE POWER LINE, IT'S A HOME RUN

IF THE BALL IS HIT TO THE LEFT OF THE PAINT, IT IS CONSIDERED A FOUL BALL (BALL CANNOT BE CAUGHT OFF THE WIRE WHEN THIS HAPPENS)

- IF THE BALL GOES UNDER OR THROUGH THE OUTFIELD FENCES, ITS AN AUTOMATIC DOUBLE AND BASE RUNNERS ADVANCE ONLY 2 BASES
- INFIELD FLY RULE- IF LESS THAN 2 OUTS, ANY BALL HIT IN FAIR TERRITORY EITHER IN THE INFIELD, OR CLOSE TO THE INFIELD, THAT IS POPPED UP, IF THE UMPIRE CALLS INFIELD FLY, THE BATTER IS OUT. ANY LINE DRIVES DROPPED ARE AT THE UMPIRES DISCRETION IF IT WAS DONE INTENTIONAL OR NOT. SPORTSMANSHIP REALLY NEEDS TO PLAY A FACTOR HERE!!!
- IF YOU SWING AT A PITCH CALLED ILLEGAL, BALL IS LIVE, (SWING AND A MISS IS A STRIKE)
- ANY PITCH CALLED ILLEGAL, WHERE THE BATTER DOESN'T SWING, PITCH IS A BALL
- FOUL TIP CAUGHT BY THE CATCHER WITH LESS THAN TWO STRIKES IS AN OUT
- A BATTED BALL WHICH FIRST FALLS TO THE GROUND IN FOUL TERRITORY AND THEN ROLLS OR BOUNCES INTO FAIR TERRITORY, BEFORE PASSING FIRST OR THIRD BASES, AND WITHOUT HAVING TOUCHED SOME OBJECT OTHER THAN THE GROUND, IS A FAIR BALL. A BATTED BALL FIRST TOUCHING THE GROUND IN FAIR TERRITORY, THEN ROLLING INTO FOUL TERRITORY, AND THEN AGAIN ROLLING INTO FAIR TERRITORY, IS ALSO A FAIR BALL PROVIDED THE BALL DID NOT TOUCH ANYTHING WHILE OVER FOUL TERRITORY OTHER THAN THE GROUND.

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BATTING CONTINUED:

- EACH TEAM NEEDS TO DESIGNATE A WALKER, IF THE WALKER IS WALKED ON 4 CONSECUTIVE PITCHES, HE WILL BE AWARDED 1ST BASE, IF THIS HAPPENS A SECOND TIME, HE WILL BE AWARDED SECOND BASE, IF THERE WAS A RUNNER ON SECOND, HE MOVES TO THIRD, IF THERE IS A RUNNER JUST ON THIRD, HE STAYS AT THIRD. IF THERE WERE RUNNERS ON 2ND AND 3RD BASE, THE RUNNER ON THIRD SCORES AND THE RUNNER ON SECOND MOVES TO THIRD. IF WALKER IS WALKED ON 4 CONSECUTIVE PITCHES THE 3RD TIME, HE WILL BE AWARDED 3RD BASE AND ALL BASE RUNNERS WILL SCORE. IF WALKER IS WALKED ON 4 CONSECUTIVE PITCHES FOR THE FOURTH TIME, THIS WILL AUTOMATIC HOME RUN AND ALL RUNNERS WILL ADVANCE HOME TO SCORE. THIS WILL CONTINUE TO HAPPEN FOR THE REST OF THE GAME IF POSSIBLE.

BUNTING/CHOPPING:

- BATTER IS OUT IF HE BUNTS OR CHOPS THE BALL DELIBERATELY DOWNWARD(EITHER FAIR OR FOUL)

NEW BALLS:

- A NEW BALL WILL BROUGHT INTO THE GAME AT THE BOTTOM OF THE 4TH INNING
- IF A BALL IS LOST, WE WILL USE THE BALLS FROM THE PREVIOUS GAME OR GAMES

FIELDING:

- EVERY PLAYER MUST PLAY THE FIELD FOR AT LEAST 3 INNINGS(OBVIOUSLY IF YOU HAVE 16 PLAYERS, SOMEONE COMES LATE, OR HAS TO LEAVE EARLY, THIS MAY NOT HAPPEN(THIS IS GENTLEMAN'S RULE, LET'S KEEP IT THIS WAY)
- ANY OVERTHROW TO A BASE FROM THE OUTFIELD, THE RUNNER GETS 1 ADDITIONAL BASE FROM WHERE THEY WERE RUNNING TO. WHEN AN OVERTHROW TO A BASE OCCURS FROM THE INFIELD, THE RUNNER GETS 1 ADDITIONAL BASE FROM WHERE THEY WERE RUNNING TO.
- AT HOME PLATE, YOU CAN TAG THE RUNNER OUT OR TOUCH STRIKE ZONE HOME PLATE FOR THE FORCE OUT(YOU CANNOT GET THE OUT AT HOME BY TOUCHING THE RUNNERS HOME PLATE)
- SHIFTS ARE ALLOWED, HOWEVER ALL INFIELDRS NEED TO BE ON THE CLAY AND NO OUTFIELDRS CAN COME IN THE INFIELD

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RUNNING:

- ALL PLAYERS RUNNING TO FIRST TO BEAT OUT THE PLAY MUST HIT THE OUTSIDE BAG AT FIRST OR WILL BE CALLED OUT
- ALL RUNNERS RUNNING TO SECOND AND OR THIRD ON A FORCE OUT MUST SLIDE OR GIVE THEMSELVES UP, OTHERWISE THEY CAN BE CALLED OUT AT THE UMPIRES DISCRETION(IF ANY INTERFERENCE AND OR CONTACT)
- ALL RUNNERS MUST USE THE OUTSIDE BAG AT HOME PLATE WHEN RUNNING HOME, IF THEY DON'T, THEY ARE AUTOMATICALLY OUT

HOWEVER, IF A YOU HIT A HOMERUN OVER THE FENCE, RULE IS NULL & VOID

- IF YOU PASS THE COULHAN LINE RUNNING FROM 3RD BASE TO HOME, RUNNER IS FORCED TO RUN HOME
- RUNNER INTERFERENCE IS WHEN THE BASE RUNNER INTERFERES WITH A FIELDER ATTEMPTING TO FIELD A BATTED BALL OR INTENTIONALLY INTERFERES WITH A FIELDER CATCHING A BALL OR THROWING A BALL, OR WITH A THROWN BALL, THIS RESULTS IN THE RUNNING BEING OUT. IF IN THE OPINION OF THE UMPIRE, THE INTERFERENCE IS AN OBVIOUS ATTEMPT TO PREVENT A DOUBLE PLAY,THE IMMEDIATE SUCCEEDING RUNNER SHALL ALSO BE CALLED OUT. FOR BOTH OF THESE SCENARIOS, ALL RUNNERS RETURN TO THEIR ORIGINAL BASE
- RUNNERS LEADING ON THE BASES WILL BE CALLED OUT
- RUNNERS THAT LEAVE THE BASES BEFORE THE BALL IS HIT BY THE BATTER WILL BE ALSO CALLED OUT
- RUNNERS WHO GET STRUCK BY A FAIR BATTED BALL ON FAIR GROUND WHILE OFF HIS BASE AND BEFORE IT TOUCHES A FIELDER OR PASSES A FIELDER IS OUT

PINCH RUNNERS:

- LAST BATTED OUT, WILL BE THE PINCH RUNNER AND SO ON AND SO FORTH
- WHEN THIS CANNOT BE ACHIEVED,THE LOWEST PERSON IN ORDER FOR THE INNING, WILL BE THE PINCH RUNNER(REMEMBER SPORTSMANSHIP MATTERS!!)

PITCHING:

- THE MAXIMUM ARC OF A PITCH MUST LIE BETWEEN 6 AND 12 FEET ABOVE THE GROUND
- PITCHERS HAVE TO STAY INSIDE THE CIRCLE AND PITCH ON OR BEHIND THE PITCHING RUBBER

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SUBS:

- ALL SUBS WILL START WITH AN 0-1 COUNT AND WILL BAT WITH THE OPPOSITE HAND AND MUST USE A WOODEN BAT. THE OPPOSING TEAM WILL SAY WHAT POSITION EACH SUB PLAYS.
- A PLAYER CAN ONLY SUB ONCE FOR EACH TEAM

MERCY RULE:

- AFTER 5 FULL INNINGS IF A TEAM IS UP BY 15 OR MORE, THE GAME IS OVER
- IF THIS SCENARIO EXISTS PRIOR TO INNING 5, THE WINNING TEAM CAN CHOOSE TO FORFEIT THEIR AT BATS AND STAY IN THE FIELD

WEATHER ISSUES:

- IF THERE IS LIGHTNING, THERE WILL BE A 30 MINUTE DELAY, PLAY CAN ONLY RESUME IF THERE WAS NO LIGHTNING WITHIN THAT 30 MINUTES, GAME CANCELLATION WILL BE UP TO THE MANAGERS AND UMPIRES
- A COMPLETE GAME MUST GO AT LEAST 5 INNINGS. IF THE WINNING TEAM IS THE HOME TEAM, THEY DO NOT HAVE TO BAT IN THE BOTTOM OF THE 5TH.

1-1 BATTER COUNTS:

- GAMES CAN BE SWITCHED TO A 1-1 BATTER COUNT, IF UMPIRE SEES FIT BECAUSE OF BAD WEATHER COMING AND OR SUN LIGHT IS AN ISSUE, HOWEVER, BOTH TEAMS IN AGREEMENT CAN ASK THE UMPIRE TO DO SO ALSO. UMPIRE DOES HAVE FINAL SAY.

RESCHEDULING OF GAMES:

- YOU CAN RESCHEDULE GAMES DUE TO BAD WEATHER, BOTH TEAMS HAVE TO AGREE ON THE NEW DATE.(NOTIFY DONNIE, AND COMMISSIONER)

UMPIRING:

- UMPIRES CAN ASK FOR HELP ON ANY CALL THEY ARE UNSURE OF(PLAYERS CANNOT ASK OTHER UMPIRES FOR HELP ON THE CALL)
- HOME PLATE UMPIRE IS IN CHARGE OF CALLING BALLS AND STRIKES AND ANY PLAYS INVOLVING HOME PLATE AND 3RD BASE AREAS.
- FIELD UMPIRE WILL BE RESPONSIBLE FOR ANY PLAYS BY THE SECOND AND FIRST BASE AREAS AND THE OUTFIELD
- PLEASE BE RESPECTFUL TO OUR UMPIRES, AS THEY ARE VOLUNTEERS AND DO NOT ALWAYS GET THE CALL RIGHT BUT AGAIN ARE VOLUNTEERING!!!!

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PLAYOFF RULES:

- **PALMER CUP**- ONLY FOR THOSE WHO FINISH IN FIRST, SECOND, AND THIRD PLACE, FIRST PLACE TEAM GETS A BYE, 2ND PLACE TEAM PLAYS 3RD PLACE TEAM IN A 1 GAME PLAYOFF, THE WINNER PLAYS THE FIRST PLACE TEAM IN A BEST OF 3 SERIES

- **WOFFORD CUP**

- 1ST ROUNDTOP 5 TEAMS GET A BYE
#6 VS #11
#7 VS #10
#8 VS #9

- 2ND ROUND NO RE-SEEDING
GAME A #1 VS WINNER OF #8 VS #9
GAME B #2 VS WINNER OF #7 VS #10
GAME C #3 VS WINNER OF #6 VS #11
GAME D #4 VS #5

- 3RD ROUND NO RE-SEEDING
GAME E WINNER OF GAME A PLAYS WINNER OF GAME D
GAME F WINNER OF GAME B PLAYS WINNER OF GAME C

- FINALS WILL BE BEST OF 3 SERIES
GAME E WINNER VS GAME F WINNER
(FOR THE FINALS, HIGHER SEED WILL BE HOME TEAM 1ST AND 3RD GAME)
(FOR EACH GAME THE HOME TEAM WILL BE THE HIGHER SEED)