



DEEP RUN VALLEY SPORTS ASSOCIATION
2025 Lady Lightning Softball
12U Bolts Division Rules

1. 9 Players on the field. There must be a minimum of 8 players to start the game and 7 players to finish the game or the game is forfeited.
2. 6 innings per game. However, no inning can start after 120 minutes.
3. 3 outs or 5 rule run in effect offensively. This rule applies to all innings.
4. Every player that comes to a game is played on the roster and bats in turn whether or not they are playing in the field that inning. All members of the team will bat in the order established prior to the start of the game. Players who arrive late will be inserted at the end of the batting order. An injured player may skip their turn at bat, but must return to their original place in the order if they are able to return to the game. There is unlimited re-entry for defense.
5. Pitchers may pitch a maximum of 4 innings per game. Pitchers may re-enter the game once. Travel pitchers can only pitch a max of 2 innings per game.
6. No player should sit more than one inning. Players can only play the same position for a maximum of two innings (with the exception of the pitcher). Coaches are to avoid having the same girls sit each game.
7. All infielders (including the pitcher) must wear a defensive mask.
8. Bunting and slap bunting is permitted. Players may not show fake bunt and then swing however.
9. No throwing of bats is permitted. 1 warning will be issued; further infractions will be called out on subsequent bats that are thrown and the ball declared dead.
10. If a batter is hit by a pitch, it will be the coach/players decision to advance to first base, if they made a reasonable attempt to avoid the pitch. If a ball bounces, then no base is awarded and the pitch is called a ball. Highly encouraged to have the girls stay in the batter's box and continue to hit.
11. A pitcher hitting any 3 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.
12. Stealing of bases (including home) is permitted once the ball has left the pitcher's hand. There will be a *maximum of 5 steals per half inning* (advancing on an overthrow during a steal counts as an additional steal) and it is the batting team's responsibility to keep track of their steals. No delayed steals, runners must commit or return to base.
13. No advancing of base runners when the pitcher has the ball within the pitching circle.

14. Continuation steals on walks permitted as long as the runner has a continuous running motion (with no pause or stop at first base)
15. Payers must slide or surrender when there is a play at the plate. They will be ruled out if they do not slide, with a play at 2ND, 3RD and home.
16. Runners may tag up on fly balls. Every baserunner can advance on a fly ball that is caught but must not leave the base until the ball is caught.
17. Dropped ball third strike is in effect. First 3 games of the season are instructional in these situations. Umpire to review with coaches prior to game start. Batters can't attempt to run to first on a dropped third strike with first base occupied and less than two outs.
18. Infield fly rule is in effect.
19. There is no mercy rule.
20. Courtesy runners for pitcher and catcher are permitted at the umpire's discretion. Must be the last batter out.
21. Batting helmets with face cages are mandatory for all batters/baserunners.
22. Home Team provides two game balls, and preps field prior to Game. Away team rakes/drags field following game.
23. All bats must be ASA/USSSA approved. No warmup swings unless supervised by coach.
24. **No arguing with umpires** under any circumstances!
 - a. After the first infraction/warning of inappropriate interactions with an umpire, a coach that continues to act inappropriately/argue with the umpires may be suspended (second infraction) or prevented from coaching at Deep Run (third infraction).