

CVLC Softball Guidelines

The CVLC will abide by WIAA-NFSIIA rules for the current season. The following guidelines have been taken or modified from WIAA-NFSHA rules, but each school should study the current season's rules in their entirety.

General Play

1. A team shall consist of ten players. A minimum of nine is needed to play.
2. There shall be a minimum of four girls on defense and in the batting order at all times.
3. A game will consist of seven innings of three outs.
4. Bases shall be 60 feet apart.
5. A pitching mat will be used for balls and strikes. The mat is to be the short version.
6. The pitching rubber is to be 40 feet from home plate. One foot must have contact with this plate upon release of the pitch.
7. A run is scored if the base runner crosses home plate before the third out of an inning, except in the case of an out at first base, a force at any other base, or a caught fly ball.
8. A starting player may be withdrawn and re-entered once, provided the player re-enters in the same position in the batting order.

Timeouts

1. A defensive player may call a timeout if:
 - a. that player has the ball under control in the infield, and
 - b. all base runners have stopped their advance towards the next base.
2. An offensive player may call a timeout during the time the ball is not in play.

Batting

1. Batter will be allowed three balls and two strikes.
2. Unlimited foul balls are allowed.
3. A batter who contacts the ball with the bat while at the same time stepping on the plate shall be declared out. Runners may not advance.
4. An infield flay rule is called when a pitched ball is popped up to the infield, with runners on at least first and second base, with less than two outs.
5. The batting order may include all members of the team, but must be established at the start of the game and cannot be changed during the course of the game.
6. A foul tip that rises above the batter's head and is caught by the catcher is an out.

Base Running

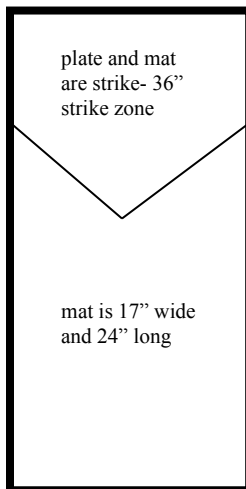
1. A base runner may leave the base when the batter makes contact with a pitched ball.
2. Lead-offs are not allowed.
3. A base runner is declared to be out when hit by a batted fair ball while off of the base.

4. A base runner who interferes with a defensive player's attempt to play a ball will be called out. The ball is dead and all runners must return to the base occupied at the start of the play.
5. A base runner may advance on a caught ball after tagging up at the base occupied at the start of the play.
6. The base runner must touch the mat to score a run. A player touching only the mat has not scored. The catcher must use the home plate when making the force out at home.
7. The base runner at third base must commit to home when he/she runs past the cone that is set up approximately 20' from third base toward home plate. If the base runner does not pass the cone then he/she may run back to third base. All plays at home are force outs.

Pitching

1. A legal pitch must rise to a minimum height of six feet from the ground but no higher than twelve feet. All others are counted as balls unless the batter makes an attempt to put the ball into play.
2. The umpire must call "FLAT" or "HIGH" before the ball reaches the batter.
3. A strike will be called when any portion of the ball strikes any portion of the mat and/ or plate (this is dependant on the length of the mat being used).
4. A pitch that fails to strike any portion of the mat and/or plate will be called a ball.

Strike Zones



OR

