

LINNS VALLEY SOFTBALL TOURNAMENT  
MAY 12, 2006 10:00AM – 2:00PM

1. No cleats are allowed on campus.
2. Teams will consist of ten players, two of which will be roving outfielders (roving outfielders must stay in outfield at all times).
3. Games will consist of two innings. Teams will have five (5) minutes at bat each inning, regardless of the number of "outs". The plate umpire will start play each inning when he/she determines both teams are ready to play. Each game should take about 25 minutes. If, in the opinion of the umpire, a fielding team is stalling, the umpire may award the batting team one more point in that inning. When time is called, play stops and no points are awarded.
4. The batting team provides their own pitcher who has to be one of the ten members playing. Each batter gets two pitches. They must fairly hit one of these pitches past the pitcher or be called out after the second pitch. There are no walks.
5. Each batter must take a full swing at the ball – bunts are not allowed. Any batted ball that is touched by or hits the pitcher results in an automatic out for the batter. The pitcher may not interfere in any way with the batted ball. All other situations are "live ball". Outfielders need to throw the ball to an infielder, and then he/she can play on a runner or stop play by throwing to the pitcher.
6. Batters must bat in order. No "trades" are allowed in the lineup order. Substitutions, however, may be made at any time (four girls must be in the lineup at all times).
7. A play is "out" for stealing base or for taking a "lead" off base (no running until the ball is fairly hit). The umpire will also warn and/or call runners "out" for throwing the bat or sliding at any base.
8. No infielder moves until ball is hit.
9. If the ball hits the pump house in the air, it is a ground rule double. If the ball hits the blacktop in the air, it is a home run. If the ball rolls to the blacktop without being touched by a defensive player, it is a ground rule double. If the ball is touched, it is a live ball. A ground rule double will apply when a ball goes into the opposite field. There is one base only on an overthrow of the foul lines; one base only when a ball is thrown over backstop. Field #1 -- If the ball hits the bank it is a homerun. If it rolls up the hill it is a ground rule double. Field #2 -- Hit over the pump house on the grass is a double. Hit on the asphalt is a homerun.
10. The winner of each game will be given one (1) point. If there is a tie, each team will receive one (1) point. In the case of two teams tying with the same number of wins, their total number of runs for all games will be added up to determine the tie breaker. If two teams have the same number of wins, the same number of runs, then a flip of the coin will decide the winner.
11. If we begin running short of time, games will be shortened to one inning.
12. The ball used will be the "Incredi-Ball". Bases will be sixty (60) feet apart. The pitcher will be thirty-five (35) feet from home plate. We recommend a mask for the catcher.
13. There will be no chatter -- interference during the game.
14. Each school must provide their own bats, gloves and mask.